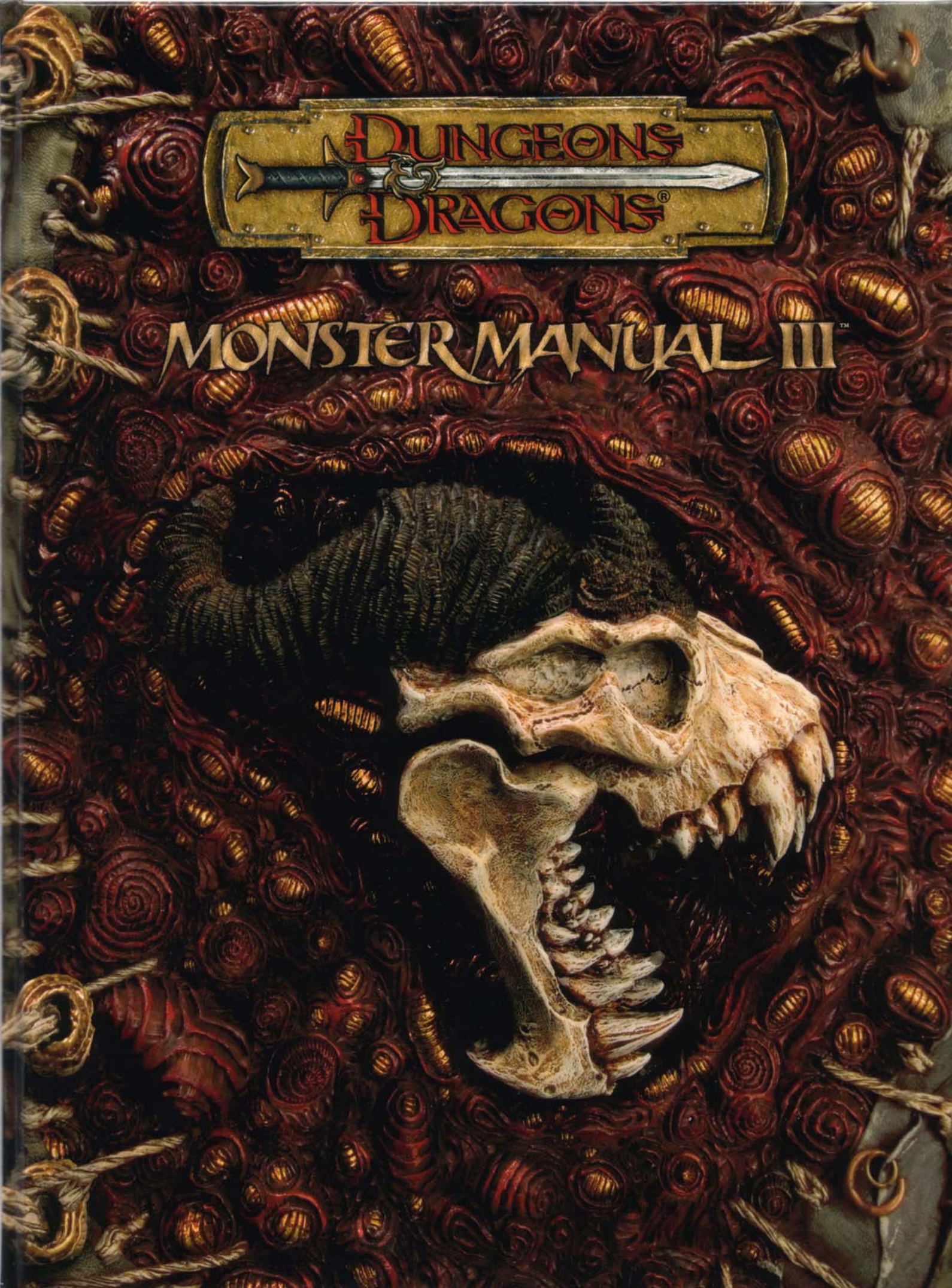
VISIT…

Dungeons & Dragons®

Monster Manual III™



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Resources: *Dragon® Magazine*, *Dungeon® Magazine*, *Manual of the Planes*, the Planescape® *Planes of Law* Campaign Expansion, and the 1st-edition *Fiend Folio*.

Based on the original Dungeons & Dragons® rules created by Gary Gygax and Dave Arneson, and the new Dungeons & Dragons game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This product uses updated material from the v.3.5 revision.

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620-17921-001-EN
9 8 7 6 5 4 3 2 1
First Printing: August 2004

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Introduction

Welcome to *Monster Manual III*. This book contains new creatures for use in Dungeons & Dragons® adventures. The monster entries are generally alphabetical by name, with closely related monsters grouped together. In addition to the alphabetical listing at the front of this book, monsters are also listed by type and subtype (page 7), by Challenge Rating (page 224), and by ECL (page 224).

This introduction explains how to read each creature's write-up. It often refers to the Glossary (starting on page 208) for more details on attack forms and the special qualities associated with monsters.

READING THE ENTRIES

Each monster description is organized in the same general format, as outlined below. For complete information about the characteristics of monsters, consult the Glossary of this book, the *Player's Handbook*, or the *Dungeon Master's Guide*.

STATISTICS BLOCK

This portion of a monster description contains basic game information on the creature.

Name

This is the name by which the creature is generally known. The descriptive text may provide other names.

Size and Type

This line describes the creature's size (Huge, for example). Size categories are defined in the Glossary. A size modifier applies to the creature's Armor Class (AC) and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below).

The size and type line continues with the creature's type (giant, for example). Type determines how magic affects a creature; for example, the hold animal spell affects only creatures of the animal type. Type determines certain features, such as Hit Dice size, base attack bonus, base saving throw bonuses, and skill points. For quick reference, the glossary gives a full description of the features and traits of each type and subtype.

Hit Dice

This line gives the creature's number and type of Hit Dice, and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice.

A creature's Hit Dice total is also treated as its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

Initiative

This line gives the creature's modifier on initiative checks.

Speed

This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature wears armor that reduces its speed, the creature's base land speed follows.

If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless otherwise noted, modes of movement are natural (not magical). See the Glossary for information on movement modes.

Armor Class

The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor). The creature's touch and flat-footed ACs follow the combat-ready AC.

A creature's armor proficiencies (if it has any) depend on its type, but in general a creature is automatically proficient with any kind of armor it is described as wearing (light, medium, or heavy), and with all lighter kinds of armor.

Base Attack/Grapple

The number before the slash on this line is the creature's base attack bonus (before any modifiers are applied). The DM usually won't need this number, but it can be handy sometimes, especially if the creature has the Power Attack or Combat Expertise feats.

The number after the slash is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. The grapple bonus includes all modifiers that apply to the creature's grapple checks (base attack bonus, Strength modifier, special size modifier, and any other applicable modifier, such as a racial bonus on grapple checks).

Attack

This line shows the single attack the creature makes with an attack action. In most cases, this is also the attack the creature uses when making an attack of opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks.

If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon (see the Glossary).

If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack routine separated by the word "or."

A creature can use one of its secondary natural weapons (see the Glossary) when making an attack action, but if it does it takes an attack penalty, as noted in the Full Attack section below.

The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Who's next?

Illus. by M. Cavotta

Full Attack

This line shows all the physical attacks the creature makes when it uses a full-round action to make a full attack. It gives the number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged). The first entry is for the creature's primary weapon, with an attack bonus including modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks.

The remaining weapons are secondary, and attacks with them are made with a –5 penalty to the attack roll, no matter how many there are. Creatures with the Multiattack feat (see page 207) take only a –2 penalty on secondary attacks.

The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

A creature's primary attack damage includes its full Strength modifier (1-1/2 times its Strength bonus if the attack is with the creature's sole natural weapon) and is given first. Secondary attacks add only 1/2 the creature's Strength bonus and are given second in the parentheses.

If any attacks also have some special effect other than damage (poison, disease, energy drain, and so forth), that information is given here.

Unless otherwise noted, creatures using natural weapons deal double damage on critical hits.

Manufactured Weapons: Creatures that use swords, bows, spears, and the like follow the same rules as characters do. The bonus for attacks with two-handed weapons is 1-1/2 times the creature's Strength modifier (if it is a bonus), and is given first. Off-hand weapons add only 1/2 the Strength bonus and are given second in the parentheses.

Space/Reach

This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies (see the Size entry in the Glossary for specifics). For example, a creature with a space of 15 feet occupies a 3-square-by-3-square space on the battle grid. The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon, tentacle, or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Attacks and Special Qualities

Many creatures have unusual abilities, which can include special attack forms, resistance or vulnerability to certain types of damage, and enhanced senses, among others. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. A special ability is usually categorized either as extraordinary (Ex), spell-like (Sp), or supernatural (Su). See the Glossary for definitions of special abilities. Additional information (when needed) is provided in the creature's descriptive text.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text. Most saving throws against special abilities have DCs calculated as follows: 10 + 1/2 the attacker's racial Hit Dice +

the relevant ability modifier. The save DC is given in the creature's description along with the ability on which the DC is based.

Saves

This line gives the creature's Fortitude, Reflex, and Will save modifiers, which take into account its type, ability score modifiers, and any special qualities that affect its saving throws.

Abilities

This line lists all six of the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. Except where otherwise noted, each creature is assumed to have the basic array of ability scores before racial adjustments: 11, 11, 11, 10, 10, 10. To determine any creature's racial ability adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. (Exceptions are noted in the Combat section of a creature's descriptive text.)

Most abilities work as described in Chapter 1 of the *Player's Handbook*, with exceptions given below.

Strength: As noted on page 162 of the *Player's Handbook*, quadrupeds can carry heavier loads than bipeds can. Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once. For example, ambush drakes carry loads as quadrupeds.

Intelligence: A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language (Common, unless otherwise noted).

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed in the Glossary.

Skills

This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor check penalties, and any bonuses from feats or racial traits). All listed skills are class skills, unless the creature has a character class (noted in the entry). A creature's type and Intelligence score determine the number of skill points it has.

The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers. An asterisk (*) beside the relevant score and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations (for instance, an avalancher gets an additional +4 racial bonus on Hide checks when in areas of rocky or mountainous terrrain).

Natural Tendencies: Some creatures simply aren't made for certain types of physical activity. Elephants, despite their great Strength scores, are terrible at jumping. Giant crocodiles, despite their high Strength scores, don't climb well. Horses can't walk tightropes. If it seems clear to you that a particular creature simply is not made for a particular physical activity, you can say that the creature takes a –8 penalty on skill checks that defy its natural tendencies. In extreme circumstances (a porpoise attempting a Climb check, for instance) you can rule that the creature fails the check automatically.

Feats

The line gives the creature's feats. The creature's descriptive text may contain additional information if a feat works differently from the description on pages 206–207 or Chapter 5 of the *Player's Handbook*.

Sometimes a creature has one or more bonus feats, marked with a superscript B (^{B}). Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customize the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's prerequisites.

Environment

This line gives a type of climate and terrain where the creature is typically found. This describes a tendency, but is not exclusionary. A bloodstriker dinousaur, for instance, has an Environment entry of warm forests, but could also be encountered in warm plains, temperate forests, or in any environment as an animal companion. See Chapter 3 of the *Dungeon Master's Guide* for more on terrain types and climate.

Organization

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. A creature's Society section may include more details on noncombatants.

If the organization line includes the term "domesticated," the creature is generally found only in the company of other creatures, whom it serves in some capacity.

Challenge Rating

This line gives the average level of a party of adventurers for which one creature of this kind would make an encounter of moderate difficulty. Assume a party of four fresh characters (full hit points, full spells, and equipment appropriate to their levels). Given reasonable luck, the party should be able to win the encounter with some damage but no casualties. For more information about Challenge Ratings, see pages 36 and 48 of the *Dungeon Master's Guide*.

Treasure

This line describes how much wealth the creature owns and refers to Table 3–5: Treasure on page 52 of the *Dungeon Master's Guide*. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home. See the Glossary for more details on using the Treasure line of each monster entry.

Note: The random dungeon generation tables in Chapter 3 of the *Dungeon Master's Guide* provide their own treasure information. Use that information instead of a monster's Treasure line whenever you use those tables.

Alignment

This line gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how broadly that alignment applies to the species as a whole. See the Glossary for details.

Advancement

This book usually describes only the most commonly encountered version of a creature (though some entries for advanced monsters are provided). A creature's Advancement line shows how tough the creature can get, in terms of extra Hit Dice. (The upper limit given in the entry is not an absolute ceiling, but exceptions are extremely rare.) Often, intelligent creatures advance by gaining a level in a character class instead of just gaining a new Hit Die.

Level Adjustment

This line is included in the entries of creatures suitable for use as player characters or as cohorts (usually creatures with Intelligence scores of at least 3 and possessing opposable thumbs). Add this number to the creature's total Hit Dice, including class levels, to get the creature's effective character level (ECL). A character's ECL affects the experience the character earns, the amount of experience the character must have before gaining a new level, and the character's starting equipment. See pages 172, 199, and 209 of the *Dungeon Master's Guide* for more information.

Descriptive Text

The body of each entry opens with a sentence or two that describes what the player characters might see on first encountering a monster, followed by a short description of the creature: what it does, what it looks like, and what is most noteworthy about it. Special sections describe how the creature fights and give details on special attacks, special qualities, skills, and feats.

MONSTERS BY TYPE (AND SUBTYPE)

Aberration: harpoon spider, lifeleech otyugh, lurking strangler, mindshredder larva, mindshredder warrior, mindshredder zenthal, odopi, prismatic roper, quaraphon, rot reaver, runehound, seryulin, shrieking terror, stonesinger, susurrus.

(Air): omnimental, storm elemental.

Animal: battletitan dinosaur, bloodstriker dinosaur, fleshraker dinosaur, mastodon, needletooth swarm, sea tiger, swindlespitter dinosaur.

(Aquatic): dragon eel, seryulin, siege crab.

(Chaotic): arrow demon, mivilorn, necronaut, odopi, sorrowsworn demon, trilloch.

(Cold): chraal, rejkar, snowflake ooze.

Construct: alchemical golem, cadaver collector, gloom golem, grisgol, hangman golem, mud golem, prismatic golem, shadesteel golem, shredstorm, slaughterstone behemoth, slaughterstone eviscerator, warforged, warforged charger, warforged scout, web golem.

Dragon: ambush drake, dracotaur, dragon eel, rage drake, ssvaklor.

(Earth): avalancher, dust wight, gulgar, omnimental, sand giant, slaughterstone behemoth, slaughterstone eviscerator, stonesinger.

Elemental: chraal, cinder swarm, omnimental, storm elemental.

(Evil): arrow demon, canoloth, gloom golem, living blasphemy, mezzoloth, necronaut, nycaloth, odopi, sorrowsworn demon, ultroloth.

(Extraplanar): arrow demon, canoloth, dread blossom swarm, gloom golem, mezzoloth, mivilorn, necronaut, nycaloth, odopi, omnimental, plague brush, prismatic golem, shadesteel golem, shrieking terror, sorrowsworn demon, storm elemental, trilloch, ultroloth.

Fey: glaistig, petal, ragewalker, redcap, shimmerling swarm, shredstorm, splinterwaif, thorn.

(Fire): cinder swarm, conflagration ooze, harssaf, ominmental, phoelarch, phoera, sand giant, zezir.

Giant: cave troll, crystalline troll, death giant, eldritch giant, forest troll, geriviar, mountain troll, sand giant, skullcrusher ogre.

(Gnoll): flind.

(Goblinoid): forestkith goblin.

(Good): prismatic golem.

Humanoid: changeling, flind, forestkith goblin, kenku, poison dusk lizardfolk, shifter.

(Incorporeal): deathshrieker, ephemeral swarm, prismatic golem, trilloch.

(Lawful): justicator, visilight.

(Living Construct): warforged, warforged charger, warforged scout.

Magical Beast: avalancher, bearhound, brood keeper, brood keeper larva swarm, feral yowler, ironclad mauler, mivilorn, phoera, zezir.

Monstrous Humanoid: armand, blackscale lizardfolk, goatfolk, gulgar, harssaf, lhosk, nycter, phoelarch, protean scourge, skindancer, vermin lord, war troll, witchknife.

(Native): ak'chazar rakshasa, naztharune rakshasa.

Ooze: arcane ooze, chilling fog, conflagration ooze, glitterfire, living blasphemy, sickening sleep, snowflake ooze, summoning ooze.

Outsider: ak'chazar rakshasa, arrow demon, astral stalker, canoloth, justicator, lumi, mezzoloth, naztharune rakshasa, nycaloth, rejkar, sorrowsworn demon, trilloch, ultroloth, visilight.

Plant: battlebriar, dread, blossom swarm, boar topiary guardian, lion topiary guardian, night twist, plague brush, triceratops topiary guardian, wood woad.

(Reptilian): blackscale lizardfolk, poison dusk lizardfolk.

(Shapechanger): changeling, protean scourge, shifter.

(Swarm): blood keeper larva, cinder swarm, dread blossom swarm, ephemeral swarm, needletooth swarm, shimmerling swarm, shredstorm, swamp strider swarm.

(Tanar'ri): arrow demon, sorrowsworn demon.

Templates: living spell, spellwarped, voidmind, woodling.

Undead: boneclaw, bonedrinker, charnel hound, deathshrieker, drowned, dust wight, ephemeral swarm, grimweird, necronaut, plague spewer, salt mummy, vasuthant.

Vermin: chelicera, knell beetle, siege crab, swamp strider swarm.

(Water): omnimental.

(Yugoloth): canoloth, mezzoloth, nycaloth, ultroloth.

Monsters A to Z

This book contains hundreds of creatures for use in any Dungeons & Dragons® game. Refer to the glossary (starting on page 208) for the definitions of common features and abilities of individual monsters. In most cases, a monster entry describes a typical individual of its kind, which is the most common version encountered by characters on adventures. Some of the monster entries, however, include tougher representatives ("champions") of their kind. Not all monster entries include champions, although the rules presented in Chapter 4 of the *Monster Manual* allow a Dungeon Master to create an advanced version for any monster. A DM should also feel free to adjust a monster's statistics as he or she sees fit to play a monster against type and surprise the player characters.

Monsters in Eberron and Faerûn: Some monster entries include a brief section describing the monster's ecological niche in the Eberron campaign setting or the Forgotten Realms campaign setting (or both). If your campaign is not set in either Eberron or Faerûn, feel free to use the monster as you see fit.

AMBUSH DRAKE

Medium Dragon
Hit Dice: 7d12+28 (73 hp)
Initiative: +6
Speed: 40 ft. (8 squares), fly 30 ft. (poor)
Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple: +7/+10
Attack: Bite +10 melee (1d8+3 plus poison)
Full Attack: Bite +10 melee (1d8+3 plus poison) and 2 claws +8 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, poison
Special Qualities: Darkvision 60 ft., immunity to magic sleep effects and paralysis, low-light vision, scent, spell resistance 16, telepathic link 30 ft.
Saves: Fort +9, Ref +7, Will +5
Abilities: Str 16, Dex 15, Con 18, Int 7, Wis 10, Cha 9
Skills: Hide +16, Listen +12, Move Silently +12, Spot +12
Feats: Alertness, Improved Initiative, Multiattack
Environment: Temperate plains
Organization: Solitary, pair, or pack (3–12)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 8–14 HD (Medium); 15–21 HD (Large)
Level Adjustment: —

Ambush drake

Illus. by V. Rams

About the size of an adult human, this dragonlike creature bears distinctly lupine features in place of the more common feline attributes of traditional dragons. Its jaw is elongated and its build muscular, although its wings seem stunted for its size.

Most creatures perceive ambush drakes as deadly draconic hunters of limited intelligence. However, they are social creatures among their own kind. Ambush drakes share the classic dragon mentality of hoarding treasure, but a pack doesn't believe in individual ownership. While one ambush drake might use an item at any given moment, the pack owns the treasure, and tomorrow another ambush drake might use it.

An ambush drake prefers to move about on all fours, only using its undersized wings when necessary.

An ambush drake typically weighs 200 pounds and has a 5-foot-long body. Its scales display dark shades of gray or black.

Ambush drakes can speak Common and Draconic, but rarely choose to do so. Instead, they communicate telepathically with their kind.

COMBAT

Ambush drakes generally stalk their prey as a coordinated pack. They start by using their breath weapons and focus attacks on affected creatures, ignoring quicker fleeing prey.

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, *slow* (duration 7 rounds), Will DC 17 negates. Ambush drakes are immune to the breath weapons of other ambush drakes. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Telepathic Link (Ex): Ambush drakes share a communal consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes within 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.

Skills: Ambush drakes have a +4 racial bonus on Hide checks.

ARCANE OOZE

Huge Ooze
Hit Dice: 15d10+120 (202 hp)
Initiative: –5
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 3 (–2 size, –5 Dex), touch 3, flat-footed 3
Base Attack/Grapple: +11/+24
Attack: Slam +14 melee (2d6+7 plus 2d6 acid)
Full Attack: Slam +14 melee (2d6+7 plus 2d6 acid)
Space/Reach: 15 ft./10 ft.
Special Attacks: Acid, constrict 2d6+7 plus 2d6 acid, improved grab, spell siphon
Special Qualities: Blindsight 60 ft., immunity to magic ooze traits
Saves: Fort +13, Ref +0, Will +0
Abilities: Str 22, Dex 1, Con 26, Int —, Wis 1, Cha 1
Skills: Climb +13
Feats: —
Environment: Underground
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 16–30 HD (Huge); 31–45 HD (Gargantuan)
Level Adjustment: —

Arcane ooze

The creature resembles a fluid mass of green protoplasm. Within its immense bulk, glowing veins throb and pulse with eldritch light.

Created in ancient times, arcane oozes have long since outlived their original purpose and their long-forgotten creators. The bizarre creatures have a strange affinity for arcane magic. Immune to most arcane magic, arcane oozes drain arcane energy from nearby spellcasters. Some speculate that these oozes were created to combat a rival group of arcane spellcasters, but scant evidence backs any such conclusion. Others suggest arcane oozes arose as a natural response to some cataclysmic event caused by arcane magic. Adherents of these later theories claim that one day arcane oozes will drown out all arcane magic in the world.

An arcane ooze measures 15 feet across and 3 feet thick. It weighs as much as 20,000 pounds.

COMBAT

An arcane ooze attacks by grabbing and squeezing its prey. It moves instinctively toward the nearest creature capable of casting arcane spells. It can only detect such creatures (or any creature) if they are within 60 feet. If attacked by creatures that it cannot detect (because they are too far away), the ooze instinctively retreats. An arcane ooze can travel easily on vertical surfaces, and it lurks on such surfaces, attempting to catch prey by surprise.

Acid (Ex): An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.

Constrict (Ex): An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell Siphon (Su): An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC 25 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5 × the level of the lost spell. These temporary hit points are lost after 1 hour.

Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

Immunity to Magic (Ex): An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by the *haste* spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

Skills: An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ARCANE OOZES IN EBERRON

Arcane oozes are found in places where arcane spellcasters dwell, or in abandoned demesnes where wizards once held sway. They are encountered with alarming regularity in the depths of Sharn, the City of Towers.

Illus. by S. Wood

ARMAND

This short, solidly built humanoid with thick, plated skin seems as patient as a stone. Its stance lends it stability.

Armands are nomadic humanoids who wander the desert in search of new experiences. They operate as a democratic unit with all adult armands able to voice and vote in council. They don't believe in individual ownership and share all possessions and resources among other armands. Their philosophy scorns wealth because of its transitory nature. Of infinitely greater value are experiences, and those armands who have traveled, adventured, and returned to the tribe are deemed "wise ones" whose advice carries the most weight. Thus, many young adult armands leave their families and seek to see more of the world.

A typical armand stands 3-1/2 to 4 feet tall and weighs roughly 150 pounds.

Armands speak Common and their own language, Armandish.

Armand

Illus. by L. Minnis

COMBAT

An armand prefers to avoid combat. It enjoys living and treasures new experiences. An armand rarely starts a conflict because combat too often causes an untimely end and deprives the armand or its foe of the pleasures of life. However, it will certainly fight if attacked.

Defensive Stance (Ex): When it needs to, an armand can become a stalwart bastion of defense. As a move action, an armand can take a defensive stance, gaining phenomenal precision and durability, but it cannot move while in this stance. The creature gains a +2 bonus on attack rolls, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC until it moves.

The following changes are in effect as long as the defensive stance lasts: AC 22, touch 18, flat-footed 15; Base Atk +5; Grp +1; Atk claw +11 melee (1d4); Full Atk 2 claws +11 melee (1d4); SV Fort +6, Ref +9, Will +6.

Stability (Ex): Armands are exceptionally stable on their feet. They gain a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground or burrowing (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skills: Armands have a +4 racial bonus on Survival checks.

ARMAND WARDEN

Armand leaders arise from those who have traveled widely and experienced much. It is the duty of an armand warden to return to the tribe and lend its wisdom to the group.

The armand warden presented here had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 14, Dex 12, Con 13, Int 10, Wis 15, Cha 8.

Combat

An armand warden fights fiercely to defend itself or any other armand.

Defensive Stance: The statistics for an armand warden in a defensive stance are adjusted to account for its elite ability score array and its monk levels.

The following changes are in effect until the warden moves: AC 28, touch 22, flat-footed 20; Base Atk/Grp +8/+10; Atk unarmed +15 melee (1d6+2); Full Atk unarmed +15/+10 melee (1d6+2) or flurry of blows +13/+13/+8 melee (1d6+2); SV Fort +11, Ref +14, Will +13 (+15 against enchantment).

Evasion (Ex): If the armand warden is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Slow Fall (Ex): An armand warden within arm's reach of a wall can use it to slow its descent while falling. The armand warden takes damage as if the fall were 20 feet shorter than it actually is.

Still Mind (Ex): +2 bonus on saves against spells and effects of the enchantment school.

Possessions: Bracers of armor +2, potion of cure moderate wounds (2), potion of spider climb.

ARMAND SOCIETY

An armand tribe usually consists of several small, closely knit family groups that come together to share resources. When faced with a deadly common foe, many tribes will converge on a defensible location to "make their stand." Tribes look to the wardens for leadership, and a single tribe may have several wardens leading it. The armands rarely build permanent dwellings. They live in large communal tents or take advantage of ready shelter, such as caves.

Armands worship Fharlanghn, Obad-Hai, or Pelor (or other deities whose portfolios include travel, nature, and the sun).

ARMANDS AS CHARACTERS

Armand characters possess the following racial traits.

—+6 Dexterity, +6 Constitution.

—Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on

	Armand Small Monstrous Humanoid	Armand Warden, 4th-Level Monk Small Monstrous Humanoid
Hit Dice:	5d8+15 (37 hp)	5d8+20 plus 4d8+16 (76 hp)
Initiative:	+3	+4
Speed:	20 ft. (4 squares), burrow 10 ft.	30 ft. (6 squares), burrow 10 ft.
Armor Class:	18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15	24 (+1 size, +4 Dex, +4 natural, +3 Wis, +2 *bracers of armor* +2), touch 18, flat-footed 20
Base Attack/Grapple:	+5/+1	+8/+10
Attack:	Claw +9 melee (1d4)	Unarmed +13 melee (1d6+2)
Full Attack:	2 claws +9 melee (1d4)	Unarmed +13/+8 melee (1d6+2) or flurry of blows +11/+11/+6 melee (1d6+2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Flurry of blows, *ki* strike (magic)
Special Qualities:	Darkvision 60 ft., defensive stance, stability	Darkvision 60 ft., defensive stance, evasion, fast movement, slow fall 20 ft., stability, still mind
Saves:	Fort +4, Ref +7, Will +4	Fort +9, Ref +12, Will +11 (+13 against enchantments)
Abilities:	Str 11, Dex 17, Con 17, Int 10, Wis 10, Cha 10	Str 14, Dex 18, Con 19, Int 10, Wis 16, Cha 8
Skills:	Listen +8, Spot +8, Survival +4	Jump +6, Listen +15, Sense Motive +7, Spot +15, Survival +7
Feats:	Weapon Finesse, Weapon Focus (claws)	Deflect Arrows[B], Dodge, Improved Grapple[B], Improved Unarmed Strike[B], Mobility, Weapon Finesse, Weapon Focus (unarmed strike)
Environment:	Temperate deserts	Temperate deserts
Organization:	Solitary, pair, group (2–9 plus 1 4th-level warden)	Solitary or group (1 plus 2–9 armands)
Challenge Rating:	3	7
Treasure:	Standard	Standard plus possessions noted below
Alignment:	Usually lawful neutral	Usually lawful neutral
Advancement:	By character class	By character class
Level Adjustment:	+3	+3

grapple checks, lifting and carrying limits 3/4 those of Medium characters.

—An armand's base land speed is 20 feet, and it has a burrow speed of 10 feet.

—Darkvision out to 60 feet.

—Racial Hit Dice: An armand begins with five levels of monstrous humanoid, which provide 5d8 Hit Dice, a base attack bonus of +5, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

—Racial Skills: An armand's monstrous humanoid levels give it skill points equal to 8 × (2 + Int modifier, minimum 1). Its class skills are Jump, Listen, Spot, and Survival. It has a +4 racial bonus on Survival checks.

—Racial Feats: An armand's monstrous humanoid levels give it two feats.

— +4 natural armor bonus.

—Natural Weapons: Claw (1d4).

—Special Qualities (see above): Defensive stance, stability.

—Automatic Languages: Common and Armandish. Bonus Languages: Elven, Giant, Gnome, Goblin, Sylvan.

—Favored Class: Monk.

—Level adjustment +3.

ARMANDS IN EBERRON

Armands inhabit the desert of Menechtarun, on the continent of Xen'drik. They enjoy civil relations with the sand giants of the Golden Sargasso and trade with them often. They also do business with various goatfolk and orc tribes in the Fangs of Argarak, a mountain chain east of the desert. A tribe of armands will typically build a caravanserai around or near a desert oasis and open its gates to traders, adventurers, and other peaceful visitors.

ARMANDS IN FAERÛN

Millennia ago, armands wandered freely across the deserts of Anauroch, maintaining a large monastery and trading post on the slopes of Azrrhat. However, the Empire of Shadows destroyed the armand monastery, and the few armand tribes that survived were driven south of the Scimitar Spires, into the Saiyaddar. There, a ravenous blue dragon named Jyrrathazur enslaved the armands, devouring entire clans that refused to pledge fealty. One day the dragon disappeared from Anauroch, and armand nomads have wandered the Saiyaddar as free folk ever since.

ASTRAL STALKER

Medium Outsider
Hit Dice: 12d8+72 (126 hp)
Initiative: +9
Speed: 50 ft. (10 squares), climb 20 ft.
Armor Class: 30 (+5 Dex, +10 natural, +5 deflection), touch 20, flat-footed 25
Base Attack/Grapple: +12/+19
Attack: Claw +20 melee (1d6+7/19–20) or throat dart +17 ranged (1d4+7 plus poison)
Full Attack: 2 claws +20 melee (1d6+7/19–20) or throat dart +17 ranged (1d4+7 plus poison)
Space/Reach: 5 ft./5 ft
Special Attacks: Poison, sneak attack +2d6, throat dart
Special Qualities: Camouflage, damage reduction 10/magic, darkvision 120 ft., elusive prey, evasion, outsider traits, scent, swift tracker, unearthly grace
Saves: Fort +19, Ref +18, Will +18
Abilities: Str 25, Dex 21, Con 23, Int 12, Wis 16, Cha 20
Skills: Climb +30, Hide +20, Jump +30, Listen +20, Move Silently +20, Search +16, Sense Motive +18, Spot +20, Survival +18
Feats: Alertness, Improved Critical (claw)[B], Improved Initiative, Improved Natural Attack (claw), Iron Will, Track[B], Weapon Focus (claw)
Environment: Astral Plane
Organization: Solitary or hunting party (2–6)
Challenge Rating: 12
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +6

The creature looks like a muscular humanoid with thick black-green skin. Its demonic visage is reminiscent of a skeletal human with a prominent jaw. Its hands end in large, wickedly sharp claws.

Illus. by W. Reynolds

Astral stalker

Astral stalkers roam the multiverse looking for the ultimate quarry. They live for the thrill of the hunt, and they measure their personal worth and status in their community by the number and power of the creatures that they have successfully hunted.

These able hunters prefer to stalk intelligent foes, and the pleasure they gain from hunting these creatures for sport makes them evil by the standards of any race. However, astral stalkers adhere to a short list of tenets that they refer to as the Rules of the Hunt: Once its quarry has knowingly eluded an astral stalker, it will never again hunt that creature; if hired to hunt a creature, the stalker will not hunt its employer for at least one year; and no astral stalker will ever hunt another astral stalker.

Astral stalkers find that their prey provides better sport if it knows it is being hunted, so they often warn their quarry in some roundabout fashion before beginning the hunt.

An astral stalker typically stands 6 feet tall and weighs 275 pounds.

Astral stalkers speak Common and Infernal.

COMBAT

Astral stalkers regard all other creatures as potential prey. Although they seek to test themselves against stronger and stronger prey, astral stalkers are neither stupid nor foolhardy, and rarely engage in combat without first preparing the hunting ground and sizing up their foes. They favor ambushes designed to weaken the prey before bringing it down.

Poison (Ex): Injury; Fortitude DC 22; initial damage paralysis 1d4 rounds; secondary damage none. The save DC is Constitution-based.

Sneak Attack (Ex): An astral stalker can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied its Dexterity bonus or when the astral stalker is flanking.

Throat Dart (Ex): An astral stalker's throat dart has a range of 150 feet with no range increment.

Camouflage (Ex): An astral stalker can use the Hide skill in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Elusive Prey (Ex): An astral stalker is difficult to track. Anyone trying to track one takes a –10 penalty on Survival checks.

Evasion (Ex): An astral stalker can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

Swift Tracker (Ex): An astral stalker can move at its normal speed while following tracks without taking the normal –5 penalty. It takes only a –10 penalty (instead of the normal –20 penalty) when moving at up to twice normal speed while tracking.

Unearthly Grace (Su): An astral stalker adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class.

Skills: An astral stalker has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

AVALANCHER

Large Magical Beast (Earth)
Hit Dice: 6d10+30 (63 hp)
Initiative: +1
Speed: 40 ft. (8 squares), burrow 10 ft., climb 20 ft.
Armor Class: 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple: +6/+16
Attack: Slam +11 melee (1d8+9)
Full Attack: Slam +11/+6 melee (1d8+9)
Space/Reach: 10 ft./10 ft.
Special Attacks: Cause avalanche, *transmute rock to mud*
Special Qualities: All-around vision, darkvision 60 ft., immunity to bludgeoning damage, low-light vision
Saves: Fort +10, Ref +6, Will +3
Abilities: Str 22, Dex 12, Con 21, Int 5, Wis 12, Cha 11
Skills: Climb +14, Hide +1*, Search +1, Spot +10
Feats: Great Fortitude, Improved Bull Rush, Power Attack
Environment: Cold mountains
Organization: Solitary, pair, or burial (3–12)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment: —

Avalancher

A large boulder on the rocky slope above you extends a long tendril with a single eye. The boulder suddenly moves, sending a torrent of rock and debris toward you.

Avalanchers are bizarre and dangerous creatures that live along the rocky slopes of tall mountains. They are scavengers that use their ability to cause avalanches to bury potential prey, allowing them to feast at their leisure. While dangerous to hunt, avalanchers are prized by mountain-dwelling races as a prime source of meat, although killing an avalancher is a mighty chore. Some races even "herd" avalanchers by keeping them penned on plains where their fearsome abilities pose little threat.

To the casual viewer, an avalancher resembles a large boulder of the same coloration and texture as the surrounding terrain. Occasionally, it will stretch out its single eye that sits on the end of a tough tendril to scout the landscape. An avalancher spends most of its time immobile but can move with startling speed on spindly, crablike legs.

An avalancher is 6 feet tall and weighs 400 pounds. Avalanchers speak rudimentary Terran.

COMBAT

While not particularly bright, avalanchers possess a deep cunning and use their intimate knowledge of mountainous terrain to their advantage. An avalancher's preferred tactic is to hide on a rocky slope above a game trail or other path, using its cause avalanche ability to send a torrent of rocks down on its prey. It also bull rushes opponents, knocking them off cliffs to their deaths on the rocky crags below. It will use its *transmute rock to mud* ability against opponents that would not otherwise be affected by a sliding avalanche. If losing a combat, an avalancher will trigger its cause avalanche ability and "ride" the rocks down to safety—being immune to bludgeoning damage, it is not harmed using this tactic.

Cause Avalanche (Su): Three times per day, an avalancher can let loose a low, rumbling noise that causes avalanches. This avalanche originates within 30 feet of the avalancher and must take place on terrain that has both loose rock and a significant slope (DM's discretion). The avalanche moves down a 45-degree slope at a speed of 30 feet per round (slower on a gentler slope, faster on a steeper one). It spreads outward in a cone, dealing 2d6 points of damage to anyone caught in its path (DC 15 Reflex half). Creatures that fail this save must make a DC 20 Reflex save or become buried beneath the rocks. Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage every minute thereafter until freed or dead.

Transmute Rock to Mud (Sp): Once per day, an avalancher can use *transmute rock to mud* as the spell. Caster level 9th.

All-Around Vision (Ex): An avalancher is exceptionally alert and circumspect, giving it a +4 racial bonus on Spot checks and Search checks. An avalancher can't be flanked.

Skills: An avalancher has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. *An avalancher gains a +4 racial bonus on Hide checks when in areas of rocky or mountainous terrain.

AVALANCHERS IN EBERRON

Avalanchers are most commonly encountered in the mountains northwest of the Eldeen Reaches, although larger specimens are known to dwell in the Mror Holds.

Illus. by H. Lyon

BATTLEBRIAR

Huge Plant
Hit Dice: 25d8+200 (312 hp)
Initiative: –2
Speed: 30 ft. (6 squares)
Armor Class: 30 (–2 size, –2 Dex, +24 natural), touch 6, flat-footed 30
Base Attack/Grapple: +18/+37
Attack: Slam +28 melee (2d6+11/19–20)
Full Attack: 4 slams +28 melee (2d6+11/19–20)
Space/Reach: 15 ft./10 ft.
Special Attacks: Impale, improved grab, thorn volley, trample 2d6+16
Special Qualities: Darkvision 60 ft., low-light vision, plant traits, resistance to electricity 20 and fire 20, thorn field
Saves: Fort +22, Ref +6, Will +10
Abilities: Str 32, Dex 6, Con 27, Int 5, Wis 10, Cha 7
Skills: Hide +18*
Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Iron Will, Power Attack, Weapon Focus (slam)
Environment: Temperate forests
Organization: Solitary
Challenge Rating: 15
Treasure: None
Alignment: Usually neutral
Advancement: 26–50 HD (Huge)
Level Adjustment: —

This six-legged lionlike creature has a body made of writhing vines and thorns. Each of its gorillalike pairs of limbs is slightly shorter than the pair in front of it—its forelimbs are the longest, the middle pair of limbs slightly shorter, and its rear pair of legs the shortest of all. Long thorns protrude from every part of the creature's body, making it seem impossible to approach or move around the creature without risking serious injury.

Plants magically engineered to serve as massive living siege engines, battlebriars on a field of battle can easily destroy massed formations of lesser troops. Although created for war, battlebriars have long since escaped the control of their creators, and they now roam through forest and field alike. A single battlebriar is capable of destroying a small town, and for this reason it is an event of major importance when one is seen near a settlement of any size.

Battlebriars possess a rudimentary intelligence but no capacity for speech. On the few times that druids and spellcasters of similar skill have been able to communicate with them, battlebriars have proven intractable and uncaring. A few powerful evil druids have been able to find magical means of controlling battlebriars, and these controlled beasts make fearsome guardians.

A battlebriar walks about on all six of its limbs, but when fighting, it stands on only one set of legs, swinging both pairs of its huge forelimbs wildly. A battlebriar is almost as broad as it is tall, and compared to a humanoid of similar size, is quite squat and stocky.

Battlebriars have a tough, rubbery hide the color of drying mud, although some of the vinelike strands that run through its body are greenish in color. A massive plant, one can grow up to 15 feet in length and weigh as much as 18,000 pounds.

Battlebriars do not speak, but they understand simple words and phrases in Sylvan.

COMBAT

A battlebriar is neither smart enough nor inventive enough to give much thought to tactics. It moves toward its foes with ponderous steps, launching volleys of thorns if its foes are too mobile to catch. Although slow-thinking by human standards, a battlebriar is at least perceptive enough to use its various attack forms to its best advantage, trampling large groups of smaller foes, using its volleys of thorns against fleeing enemies, and moving close to foes who engage in melee combat so as to expose them to its deadly thorns. More by accident than strategy, battlebriars have developed one fighting technique that is extremely effective against Medium and smaller foes. A battlebriar moves up to its foe and uses its Awesome Blow feat, earning a free attack of opportunity against its foe if the feat is successful because the affected creature is pushed through a battlebriar's threatened area.

Impale (Ex): Whenever a battlebriar successfully starts a grapple with a Medium or smaller creature, there is a chance that the creature will become impaled on one of the thorns. After the grapple has begun, a battlebriar can attempt another grapple check as a free action to impale the creature on its thorns.

An impaled creature is helpless until it beats the battlebriar in an opposed grapple check. As long as the only creatures that it is grappling with are impaled, a battlebriar is not considered grappled (the battlebriar does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents). When making grapple checks against impaled creatures, a battlebriar takes a –20 penalty on grapple checks.

Improved Grab (Ex): To use this ability, a battlebriar must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Thorn Volley (Ex): Battlebriars grow and shed their thorns at an incredible rate, and by rearing up on their hind legs and snapping their bodies forward, they can launch a deadly volley. As a standard action, a battlebriar can launch a volley of thorns, centering the volley anywhere within 60 feet. The thorns deal 8d6 points of piercing damage to all creatures within a 10-foot radius (Reflex DC 33 half). The save DC is Strength-based.

Trample (Ex): Reflex half DC 33. The save DC is Strength-based.

Thorn Field (Ex): The thorns on a battlebriar's body protrude into the area surrounding the creature, causing several effects on creatures moving through a battlebriar's threatened area. A battlebriar can make up to four attacks of opportunity each round. (Unlike the Combat Reflexes feat, this ability does not allow a battlebriar to make attacks

of opportunity while flat-footed.) In addition, the DCs for Tumble checks to move through a battlebriar's threatened area or through the squares that it occupies increases by 10. Creatures three or more size categories smaller than a battlebriar cannot freely move through the area that a battlebriar occupies.

Skills: *Despite its size, a battlebriar blends well with its surroundings, and it gains a +8 racial bonus on Hide checks in aboveground, natural environments.

WARBOUND IMPALER (LESSER BATTLEBRIAR)

Large Plant
Hit Dice: 12d8+72 (126 hp)
Initiative: –2
Speed: 30 ft. (6 squares)
Armor Class: 19 (–1 size, –2 Dex, +12 natural), touch 7, flat-footed 19
Base Attack/Grapple: +9/+19
Attack: Slam +14 melee (1d8+6/19–20)
Full Attack: 2 slams +14 melee (1d8+6/19–20)
Space/Reach: 10 ft./5 ft.
Special Attacks: Impale, improved grab, thorn volley, trample 1d8+9
Special Qualities: Darkvision 60 ft., low-light vision, plant traits, resistance to electricity 10 and fire 10, thorn field
Saves: Fort +14, Ref +2, Will +4
Abilities: Str 23, Dex 6, Con 22, Int 5, Wis 10, Cha 7
Skills: Hide +11*
Feats: Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Power Attack
Environment: Temperate forests
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Usually neutral
Advancement: —
Level Adjustment: —

Smaller than the more powerful battlebriars that roam the wild, warbound impalers are at least somewhat obedient and are often encountered in the service of another creature. Skilled handlers can influence these creatures enough to keep them docile much of the time, and even send them into battle when necessary. Many believe that the warbound impalers were actually the original battlebriars and that the larger, more powerful battlebriars are in fact warbound impalers gone feral. This thinking belies the notion that warbound impalers are somehow lesser versions of their untamed kin. A lesser battlebriar averages around 8 feet long and weighs between 1 and 2 tons.

Combat

Lesser battlebriars approach combat just like their larger counterparts.

Trample (Ex): Reflex DC 22 half. The save DC is Strength-based.

Thorn Volley (Ex): A warbound impaler's thorns deal 5d6 points of piercing damage to all creatures within the area (Reflex DC 22 half). The save DC is Strength-based.

BATTLEBRIARS IN EBERRON

During the Last War, the druidic defenders of the Eldeen Reaches used battlebriars to discourage humanoid incursions into their territory. Their plan backfired, however, as militant druids from neighboring Aundair and Droaam used magic to seize control of several dozen Eldeen battlebriars, pulling them into their nations' respective armies. Though few in number, battlebriars continue to serve as living siege engines throughout the western part of Khorvaire.

BATTLEBRIARS IN FAERÛN

While druid circles in Waterdeep and other cities are more likely to have topiary guardians (see page 173) protecting their abodes, battlebriars can be found roaming or defending forests across Faerûn. The shattered Circle of Shadowdale created the first battlebriars, but warbound impalers (lesser battlebriars) are known to serve the newly founded Ring of Swords, defending Neverwinter Wood from gnoll, bugbear, and hobgoblin raiders.

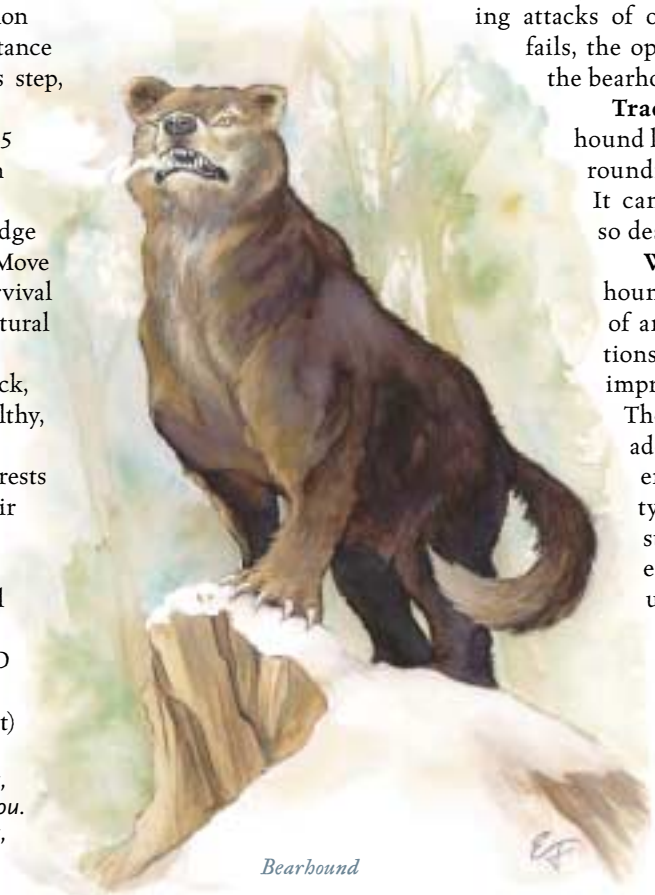
Battlebriar

Illus. by L. Minnis

BEARHOUND

Large Magical Beast
Hit Dice: 10d10+50 (105 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 22 (–1 size, +2 Dex, +11 natural), touch 11, flat-footed 20
Base Attack/Grapple: +10/+22
Attack: Bite +18 melee (1d8+9)
Full Attack: Bite +18 melee (1d8+9) and 2 claws +13 melee (1d6+5)
Space/Reach: 10 ft./5 ft.
Special Attacks: Enchanted natural weapons, improved grab, trip
Special Qualities: Darkvision 60 ft., low-light vision, resistance to cold 10, scent, trackless step, wild empathy
Saves: Fort +12, Ref +9, Will +5
Abilities: Str 27, Dex 15, Con 21, Int 16, Wis 14, Cha 12
Skills: Hide +13, Knowledge (nature) +16, Listen +17, Move Silently +4, Spot +17, Survival +18 (+20 in aboveground natural environments)
Feats: Alertness, Power Attack, Skill Focus (Survival), Stealthy, Track[B]
Environment: Temperate forests
Organization: Solitary or pair
Challenge Rating: 7
Treasure: Standard
Alignment: Usually neutral good
Advancement: 11–20 HD (Large); 21–30 HD (Huge)
Level Adjustment: +4 (cohort)

A large bear with the strong, sharp teeth of a wolf looks at you. It has a thick neck and a long, heavy tail.



Bearhound

Illus. by E. Fiegenschuh

Bearhounds are intelligent, masterful hunters. Usually loners that value their privacy and keep to the woodlands, they will sometimes associate with good creatures for a righteous cause.

Many laugh at the mention of the elusive bearhound. Some call it a myth, an animal invented by inebriated hunters. Few sightings of a bearhound come from reputable sources.

A typical bearhound stands 6-1/2 feet tall at the shoulder when on all fours. It weighs as much as 2,000 pounds.

Bearhounds speak Common and Sylvan.

COMBAT

A bearhound typically attacks in response to a threat. It will focus on attacking one opponent at a time. When that opponent is dead, it will move on to another foe.

Enchanted Natural Weapons (Su): A bearhound gains a +1 enhancement bonus on attack and damage rolls with all its natural weapons.

Improved Grab (Ex): To use this ability, a bearhound must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Trip (Ex): A bearhound that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without having to make a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the bearhound.

Trackless Step (Ex): A bearhound leaves no trail in natural surroundings and cannot be tracked. It can choose to leave a trail if so desired.

Wild Empathy (Ex): A bearhound can improve the attitude of an animal. This ability functions like a Diplomacy check to improve the attitude of a person. The bearhound rolls 1d20 and adds +11 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the bearhound and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

A bearhound can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but it takes a –4 penalty on the check.

Carrying Capacity: A light load for a bearhound is up to 1,038 pounds; a medium load, 1,039–2,079 pounds; and a heavy load, 2,080–3,120 pounds.

BEARHOUNDS IN EBERRON

Bearhounds are most commonly found in the temperate forests of the Eldeen Reaches, although agents of House Vadalis have also taken to enlisting the services of the beasts as guardians and mounts, for wealthy nobles and merchants throughout central Khorvaire.

BONECLAW

Large Undead
Hit Dice: 10d12+40 (105 hp)
Initiative: +8
Speed: 40 ft. (8 squares)
Armor Class: 16 (–1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack/Grapple: +5/+14
Attack: Piercing claw +7 melee (2d6+7)*
Full Attack: 2 piercing claws +7 melee (2d6+7)*
Space/Reach: 10 ft./20 ft.
Special Attacks: Reaching claws
Special Qualities: +2 turn resistance, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits, unholy toughness
Saves: Fort +3, Ref +7, Will +9
Abilities: Str 21, Dex 18, Con —, Int 14, Wis 14, Cha 19
Skills: Hide +13, Intimidate +17, Listen +15, Move Silently +17, Search +15, Spot +15
Feats: Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack
Environment: Any
Organization: Solitary, skewer (2–4), or marrow (6–11)
Challenge Rating: 5
Treasure: None
Alignment: Always chaotic evil
Advancement: 11–22 HD (Large)
Level Adjustment: —
*Includes adjustments for Power Attack feat.

This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reaching a length of 10 or more feet, before slowly contracting.

Boneclaw

Boneclaws are bloodthirsty undead that enjoy using their extendable claws to bring death to the living. The lore of the dead does not reveal from what dark necromancer's laboratory or fell nether plane boneclaws entered the world. Perhaps they merely "evolved" from lesser forms.

The boneclaw is an intelligent skeletal undead that possesses exceptional control over the length of its claws. At will, a boneclaw can extend one or two of its finger-claws out to a distance of 20 feet, neatly skewering fleshy creatures that stand in the way.

A boneclaw stands about 8 feet tall and weighs about 300 pounds.

Boneclaws speak Common and Abyssal.

COMBAT

A boneclaw likes to get the drop on its enemies, especially when its foes are still at range, surprising them with an attack of opportunity by extending its claws as its enemies close to melee range. With its Combat Reflexes, this can occur often within the same fight.

A boneclaw normally attacks using its Power Attack feat, taking a –2 penalty on its attack rolls and gaining a +2 bonus on damage rolls.

Reaching Claws (Ex): A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

Unholy Toughness (Ex): A boneclaw gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

BONECLAWS IN EBERRON

Droaamite necromancers working for the Daughters of Sora Kell have learned how to transform ogre magi skeletons into boneclaws. During the Last War, spies from Karrnath failed to steal the secrets of boneclaw construction from a cabal of necromancers operating within the Great Crag (Droaam's capital). Through careful negotiation, however, Emerald Claw agents have succeeded where the Karrns failed and have begun creating their own boneclaw killers.

BONECLAWS IN FAERÛN

Rumors persist that Szass Tam, the zulkir of necromancy in Thay, created the first boneclaws to protect Thayan enclaves. However, boneclaws have been encountered in the service of various liches and necromancers across Faerûn. Some necromancers speak of a night hag who visits them in their dark dreams, trading the secrets of boneclaw creation for some "gift" to be named later.

Illus. by D. Allsop

BONEDRINKER

Medium Undead
Hit Dice: 11d12+22 (93 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple: +5/+14
Attack: Tentacle +10 melee (1d10+5)
Full Attack: 2 tentacles +10 melee (1d10+5) and 2 claws +5 melee (1d8+2)
Space/Reach: 5 ft./5 ft. (tentacles up to 10 ft.)
Special Attacks: Bonedrink, improved grab, pounce
Special Qualities: Damage reduction 5/silver or good, darkvision 60 ft., resistance to cold 10, fire 10, and sonic 10, scent, undead traits, unholy toughness
Saves: Fort +3, Ref +6, Will +9
Abilities: Str 21, Dex 16, Con —, Int 8, Wis 14, Cha 15
Skills: Hide +13, Listen +13, Move Silently +17, Spot +13
Feats: Cleave, Combat Reflexes, Improved Natural Attack (claws), Power Attack
Environment: Any
Organization: Solitary, pair, or pack (3–6)
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 12–15 HD (Medium); 16–33 HD (Large)
Level Adjustment: —

This gaunt creature is humanoid in shape, except for two long, writhing, pale tentacles that sprout from beneath its arms. Although its features are somewhat goblinoid in appearance, wicked talons cap its long, spindly fingers, and its wide maw opens to reveal many sharp teeth, including six 6-inch-long fangs. Its hairless, gray-skinned body is covered in oozing sores that weep a pale white fluid.

Illus. by S. Prescott

Bonedrinker

A truly repulsive creature, the bonedrinker hunts to feed on the bones of its victims. Terrible undead created in a horrid ritual reminiscent of mummy creation, bonedrinkers wander the dark places of the world, seeking new creatures to feed upon. Hobgoblin wizards originally developed the ritual to create these monstrosities, using the fallen corpses of goblin and bugbear warriors to create the first lesser bonedrinkers and bonedrinkers. The tradition of using bugbears and goblins became habit, and nearly all bonedrinkers previously lived as one of these two goblinoid races. In theory, other humanoid creatures could be converted into bonedrinkers, but this would require twisting and adapting the original ritual.

Bonedrinkers resemble ghasts in many ways, leading those who catch only fleeting glimpses of the creatures to erroneously pass on exactly that description. If it weren't for the two tentacles that grow beneath their arms and the six horribly long fangs in their mouths, the description might even fit.

A bonedrinker's body is covered in weeping sores, the result of its constant need to feed. The longer one goes without liquefying and draining a creature's bones, the more sores appear. This has no effect on the creature's abilities, but a bonedrinker certainly grows more reckless and desperate the hungrier it becomes.

Bonedrinkers prey on any creature with a skeletal structure. They care nothing for vermin, elementals, constructs, or any other creature lacking their favorite food. Many other carnivores similarly eat bones, but not in the same way that a bonedrinker does. Bonedrinkers secrete a strange chemical in their saliva that breaks down bones into a viscous liquid. As the bones liquefy, the bonedrinker slurps them up through wounds it inflicts with its bite. In essence, a bonedrinker is to bones what a vampire is to blood.

A bonedrinker stands about 7 feet tall and weighs roughly 225 pounds. Created from a bugbear, it superficially resembles the goblinoid from which it was created.

Bonedrinkers speak the languages they knew in life, typically Goblin, and that of their creators, typically Goblin and Common.

COMBAT

Clever hunters, bonedrinkers prefer to attack lone victims unless hunting in packs. They typically strike from hiding, pouncing on their chosen prey and attempting to establish a grapple as quickly as possible. If especially famished, a bonedrinker might attack more recklessly, grappling a single victim even if part of a group and attempting to drain it dry while ignoring the victim's companions.

Bonedrink (Su): Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple

check. If it pins its foe, it fastens onto the creature with its horrendous fangs. It then secretes a painful toxin into the victim that deals 1d6 points of Constitution damage. Each round the pin is maintained, the bonedrinker deals an additional 1d6 points of Constitution damage. Creatures reduced to 0 Constitution die, as the majority of their bones become too brittle to support their bodies and they collapse into a sack of loose flesh.

Creatures without bones or Constitution scores are immune to the Constitution-damaging effects of the bonedrink ability.

Improved Grab (Ex): To use this ability, a bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage in each subsequent round that it maintains the grapple, and a bonedrinker that has successfully pinned an opponent can begin to drink its bones (see Bonedrink, above). Bonedrinkers have a +4 racial bonus on grapple checks.

Pounce (Ex): If a bonedrinker charges, it can make a full attack in the same round.

LESSER BONEDRINKER

Small Undead
Hit Dice: 7d12+14 (59 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12
Base Attack/Grapple: +3/+5
Attack: Tentacle +5 melee (1d8+2)
Full Attack: 2 tentacles +5 melee (1d8+2) and 2 claws +0 melee (1d6+1)
Space/Reach: 5 ft./5 ft. (tentacles up to 10 ft.)
Special Attacks: Bonedrink, improved grab, pounce
Special Qualities: Darkvision 60 ft., resistance to cold 5, fire 5, and sonic 5, scent, undead traits, unholy toughness
Saves: Fort +2, Ref +6, Will +6
Abilities: Str 15, Dex 18, Con —, Int 8, Wis 12, Cha 15
Skills: Hide +15, Listen +9, Move Silently +15, Spot +9
Feats: Combat Reflexes, Improved Natural Attack (claws), Power Attack
Environment: Any
Organization: Solitary, pair, pack (3–6), or gang (7–12)
Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 8–10 HD (Small)
Level Adjustment: —

Lesser bonedrinkers vaguely resemble the goblins from which they spawned, just as bonedrinkers vaguely resemble bugbears. However, just as with bonedrinkers, no one confuses a lesser bonedrinker for a new species of goblin. More so than any goblinoid, lesser bonedrinkers resemble their larger cousins, with the same gray skin, sharp fangs, tentacles, and oozing sores that the larger breed possesses.

Lesser bonedrinkers result from applying the necromantic bonedrinker ritual to goblins. These smaller specimens stand about 3 to 3-1/2 feet tall and weigh about 35 pounds.

Combat

Lesser bonedrinkers lack some of the potent physical capabilities of the larger versions, and not just as a result of their smaller size. They are less resilient to energy and lack damage reduction. Not as proficient at grappling as their larger cousins and lacking the more potent defense of their kin, lesser bonedrinkers tend to rely more on group tactics when possible. Although driven by ravenous hunger, lesser bonedrinkers are canny enough to swarm a single target in battle, aiding one another in bringing down a single foe.

Bonedrink (Su): This ability functions exactly as described above, except a lesser bonedrinker's bonedrink deals 1d4 points of Constitution damage.

Unholy Toughness (Ex): A lesser bonedrinker gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

Skills: Like their brethren (and the goblins from which they were spawned), lesser bonedrinkers have a +4 racial bonus on Move Silently checks.

CREATING A BONEDRINKER

The ritual that turns a bugbear corpse into a bonedrinker requires the *create undead* spell cast by a caster of 15th level or higher with 10 or more ranks in Knowledge (religion). Transforming a goblin corpse into a lesser bonedrinker is a similar but less exacting process, requiring *create undead* cast by a caster of 12th level or higher with 7 or more ranks in Knowledge (religion). These rituals are typically known only to hobgoblin wizards and clerics, though the secret has undoubtedly spread to other races over the years.

Unholy Toughness (Ex): A bonedrinker gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

Skills: Bonedrinkers have a +4 racial bonus on Move Silently checks.

BONEDRINKERS IN EBERRON

The legacy of Khorvaire's ancient goblinoid kingdoms survives as a series of ruins spread across the continental heartland. Beneath these ruins lurk undead creatures such as bonedrinkers. Many hobgoblin warlords and their bodyguards became bonedrinkers as a result of unorthodox burial rituals.

BROOD KEEPER

Huge Magical Beast
Hit Dice: 22d10+154 (275 hp)
Initiative: +3
Speed: 60 ft. (12 squares)
Armor Class: 25 (–2 size, +3 Dex, +14 natural), touch 11, flat-footed 22
Base Attack/Grapple: +22/+37
Attack: Claw +27 melee (1d8+7)
Full Attack: 2 claws +27 melee (1d8+7) and bite +25 melee (2d6+3 plus poison)
Space/Reach: 15 ft./10 ft.
Special Attacks: Fear, improved grab, larva swarm, pounce, rake, rend 2d8+10
Special Qualities: Damage reduction 5/–, darkvision 60 ft., evasion, fast healing 5, low-light vision, spell resistance 26
Saves: Fort +22, Ref +18, Will +12
Abilities: Str 25, Dex 17, Con 25, Int 6, Wis 16, Cha 8
Skills: Jump +26 (+30 running jump), Listen +14, Spot +14
Feats: Alertness, Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Mobility, Multiattack, Run
Environment: Warm plains
Organization: Solitary
Challenge Rating: 16
Treasure: None
Alignment: Usually neutral
Advancement: 23–31 HD (Huge); 32–44 HD (Gargantuan)
Level Adjustment: —

This creature looks like an enormous beetle with a carapace made of hundreds of leaf-shaped, chitinous plates. The creature's black body gleams with iridescence like the shells of some insects, but it has eyes like a cat's. It is armed with long claws on each of its legs, and large mandibles extend from its mouth.

Brood keepers are terrifying insectlike creatures with the glimmer of intelligence in their eyes. Like spider eaters, they are solitary hunters and reproduce in a grisly manner.

Brood keepers are so named because they keep their young in their backs, releasing them to feed or in times of stress. Brood keeper larvae look very different from their parent, but grow to resemble it over the course of many months.

Brood keepers are asexual and releasing their larva swarms into danger is a part of their reproductive cycle. Brood keeper larvae do not grow while they live with their parent, and the adult is willing to but its offspring at risk. A larva swarm taking damage and potentially dispersing is the brood keeper's means of ensuring that the next generation is strong.

Brood keepers are carnivores, viewing all other living creatures as food. Hardy and powerful creatures, they fearlessly assault prey of any size, including dragons and giants.

Few find peaceable relations with a brood keeper worthwhile due to their aggressive and foul-tempered nature, but some have found them useful as potent guardians for small items by placing the objects inside the brood keeper's

Brood keeper and larva swarm

Illus. by J. Zhang

carapace pockets. A brood keeper averages 30 feet in length and weighs some 12 tons.

Although intelligent enough to know a language, brood keepers do not speak and do not understand a language unless one is taught to them.

COMBAT

A brood keeper charges and pounces on one foe, then claws at another. It attacks each enemy it can reach with a charge in turn and releases its larva swarm to attack prey that is farther away.

Fear (Su): A creature that witnesses a brood keeper rend a foe or release its larva swarm must make a DC 20 Will save or be frightened for 1d10 rounds and shaken for 1 hour. Creatures that succeed on the save are shaken for 1d4 rounds and immune to that brood keeper's fear effect for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a brood keeper must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold.

Larva Swarm (Ex): As a full-round action, a brood keeper can lift the plates of chitin on its back, releasing a brood keeper larva swarm. The brood keeper larva swarm can act immediately. Until its next action, the brood keeper takes a –5 penalty to Armor Class. Brood keepers are immune to a brood keeper larva swarm's distraction and swarm attacks. A brood keeper can call its larva swarm back as a free action, but it is a full-round action to accept them back into its carapace, during which time the brood keeper takes a –5 penalty to Armor Class. Releasing or accepting its larva swarm provokes attacks of opportunity.

A brood keeper can keep only one brood of larvae in its back. Should the larva swarm be damaged so much that it disperses, a brood keeper gives birth to another batch of larvae in 1 month. If the brood keeper has not done so already, it automatically releases its brood of larvae when it dies.

Pounce (Ex): When a brood keeper charges, it can make a full attack, including four rake attacks.

Rake (Ex): Attack bonus +25 melee, damage 1d8+3. A brood keeper rakes with all four back legs, granting it four extra claw attacks when it begins a round in a grapple or when it pounces.

Rend (Ex): If a brood keeper hits with at a bite or claw attack and at least one rake attack, it rips its foe apart. This attack automatically deals 2d8+10 points of damage.

Evasion (Ex): If the brood keeper makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

BROOD KEEPER LARVA SWARM

Tiny Magical Beast (Swarm)
Hit Dice: 22d10+50 (171 hp)
Initiative: +7
Speed: 20 ft. (4 squares), fly 30 ft. (good)
Armor Class: 21 (+2 size, +7 Dex, +2 natural), touch 19, flat-footed 14
Base Attack/Grapple: +22/—
Attack: Swarm (5d6)
Full Attack: Swarm (5d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction
Special Qualities: Damage reduction 1/–, darkvision 60 ft., evasion, fast healing 1, half damage from slashing and piercing, low-light vision, spell resistance 22, swarm traits
Saves: Fort +17, Ref +22, Will +12
Abilities: Str 1, Dex 25, Con 14, Int 3, Wis 16, Cha 8
Skills: Jump –4 (0 running jump), Listen +15, Spot +15
Feats: Alertness, Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Run, Toughness (2)
Environment: Warm plains
Organization: Solitary
Challenge Rating: 12
Treasure: None
Alignment: Usually neutral
Advancement: —
Level Adjustment: —

As you watch, the plates of chitin on the creature's back slowly open, revealing mucus-filled cavities and the writhing forms of giant maggots with wasp wings. Suddenly, dozens of the foot-and-a-half-long winged larvae wriggle out of their pockets on the beetle-creature's back and take to the air. Once they are freed from the confines of the shell, you see that their pulpy white bodies are ringed in brown chitin.

Brood keeper larvae do not grow while they live with their brood keeper parent but they enjoy the protection the swarm and their parent offer.

When a brood keeper larva swarm is dispersed, the remaining larvae flee in every direction. An individual larva poses little threat, and only one or two survive the dangers of the wild to become full-grown brood keepers. Each winged maggot is about 1-1/2 feet long and weighs about 2 pounds.

Brood keeper larva swarms do not use language.

Combat

A brood keeper larva swarm seeks to please its parent when released so that the brood keeper will allow it to return to the chitin pockets in its shell. The swarm often focuses on attacking flying foes its parent cannot reach and other creatures attacking from a distance.

Distraction (Ex): Any living creature vulnerable to a brood keeper larva swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 23 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Evasion (Ex): If the brood keeper larva swarm makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

CADAVER COLLECTOR

Large Construct
Hit Dice: 17d10+30 (123 hp)
Initiative: +4
Speed: 40 ft. (8 squares)
Armor Class: 29 (–1 size, +20 natural), touch 9, flat-footed 29
Base Attack/Grapple: +12/+26
Attack: Slam +22 melee (4d8+10)
Full Attack: 2 slams +22 melee (4d8+10)
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, impale, improved grab, trample 4d8+15
Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves: Fort +5, Ref +5, Will +8
Abilities: Str 31, Dex 10, Con —, Int 5, Wis 16, Cha 14
Skills: Listen +15, Spot +15
Feats: Alertness, Cleave, Improved Initiative, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam)
Environment: Any
Organization: Solitary, pair, or squad (3–5)
Challenge Rating: 12
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: 18–34 HD (Large)
Level Adjustment: —

This massive, hunched creature built of stone and metal looms over you. Its long, heavily plated arms nearly drag on the ground from shoulders flanking a flat-featured, oblong head, but its back draws your eye. Spikes of various sizes—all barbed and covered in gore dried and fresh—sprout from the plates of metal on its back. A few bodies remain impaled on the spikes, their mouths open in silent screams.

Cadaver collectors were originally built to serve exactly the purpose their name implies. Those with an interest in collecting the dead would deploy the constructs to bring bodies back from a battlefield. Corpses gathered in this fashion are often used by generals to provide information on an enemy's forces, as well as to fuel magical or medical research.

Cadaver collector

Illus. by S. Prescott

Most often, though, cadaver collectors were dispatched to gather bodies for the creation of undead. This activity after a battle typically resulted in retaliation from either or both sides, as few armies want to see their dead return to walk the land in undeath.

In times of peace, cadaver collectors usually sit idle, finding out-of-the-way locations near the site of their last great battle to wait for a new master to give them new orders. Others find employment performing their grisly task for masters who are not so discriminating about where corpses are collected. Still others have found, through a certain perverse twist of logic, that if no battle can be found, they can find ways to start a conflict so that bodies become available and they can realize their purpose once more. Some have just ceased to function correctly. With a lack of purpose, they are unable to distinguish between bodies living or dead, and collect each indiscriminately.

A cadaver collector, even hunched over, stands about 12 feet tall and weighs about 4,000 pounds. They do not speak but understand one language, usually Common, known to their creator.

COMBAT

A cadaver collector typically begins a battle with its breath weapon, then grabs any paralyzed opponents and impales them on its spikes to die before turning to deal with other foes. If enemies prove resilient to its breath, it doesn't hesitate to snatch up and impale any enemy it can reach.

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex DC 18 negates. The save DC is Constitution-based.

Impale (Ex): If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity. If the collector successfully impales a creature, the creature takes 4d8+15 points of damage and is considered pinned. Each round, the creature takes another 2d8 points of damage as the movement of the cadaver collector causes additional pain to the impaled creature.

The creature cannot break free unless it makes a DC 28 Strength check. Success indicates the creature

is free of the spike but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of damage and remains pinned in place. An ally can try to free an impaled creature with a DC 20 Strength check.

Once a cadaver collector has a creature or creatures impaled on its back spikes, it is no longer considered to be in a grapple and can attack other opponents without penalty. It cannot use its slam attacks against impaled opponents. Creatures that get free of a cadaver collector become its immediate and most urgent targets. It typically pursues such creatures exclusively if it has any chance of catching and impaling them again.

A cadaver collector's back spikes can hold up to 4 Medium creatures, 16 Small creatures, or 64 Tiny creatures. Creatures smaller than Tiny are too miniscule to be impaled on the collector's back spikes, although the collector can still deal 4d8+15 points of damage to such opponents by grinding them into its back spikes with a successful grapple check once it has them grappled.

Improved Grab (Ex): To use this ability, a cadaver collector must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to impale the following round.

Trample (Ex): Reflex DC 28 half. The save DC is Strength-based.

Immunity to Magic (Ex): Like golems, cadaver collectors are especially resilient to magic. However, this resilience takes a slightly different form in the cadaver collector.

A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target a cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable *spell turning* effect. This effect cannot be dispelled or suppressed, except against spells that deal electricity damage (see below). Spells that deal rust damage or alter stone penetrate the immunity to magic. Other spells and effects function differently against the creature, as noted below.

A magical attack that deals sonic damage slows a cadaver collector (as the *slow* spell) for 3 rounds, with no saving throw. Sonic spells of 3rd level or lower are absorbed by the collector and not reflected.

A magical attack that deals electricity damage is absorbed rather than reflected. Such an attack breaks any *slow* effect on the collector and heals 1d6 points of damage for every 6 points of damage the attack would otherwise deal. If the amount of healing would cause the collector to exceed its full normal hit points, it gains any excess as temporary hit points.

A cadaver collector is affected normally by rust attacks. In addition, magical attacks that alter the nature of stone, such as *transmute rock to mud*, deal 1d6 points of damage per spell level to the cadaver collector.

GREATER CADAVER COLLECTOR

Huge Construct
Hit Dice: 35d10+40 (232 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 30 (–2 size, –1 Dex, +23 natural), touch 7, flat-footed 30
Base Attack/Grapple: +26/+48
Attack: Slam +39 melee (6d8+14)
Full Attack: 2 slams +39 melee (6d8+14)
Space/Reach: 15 ft./15 ft.
Special Attacks: Breath weapon, impale, improved grab, trample 6d8+21
Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves: Fort +13, Ref +12, Will +14
Abilities: Str 39, Dex 8, Con —, Int 5, Wis 16, Cha 14
Skills: Listen +24, Spot +24
Feats: Alertness, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Improved Overrun, Improved Sunder, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Environment: Any
Organization: Solitary, pair, or squad (3–5)
Challenge Rating: 17
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: 36–60 HD (Huge)
Level Adjustment: —

An impressive construct built more sturdily than a standard cadaver collector, a greater cadaver collector stands about 30 feet tall and weighs about 15 tons.

Combat

In addition to the tactics common to all cadaver collectors, a greater cadaver collector also chooses to bull rush, overrun, and trample to separate and pulp opponents.

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex DC 27 negates. The save DC is Constitution-based.

Trample (Ex): Reflex half DC 41. The save DC is Strength-based.

CADAVER COLLECTORS IN EBERRON

Cadaver collectors are found throughout the Mournland, slowly picking their way through battlefields.

CHANGELING

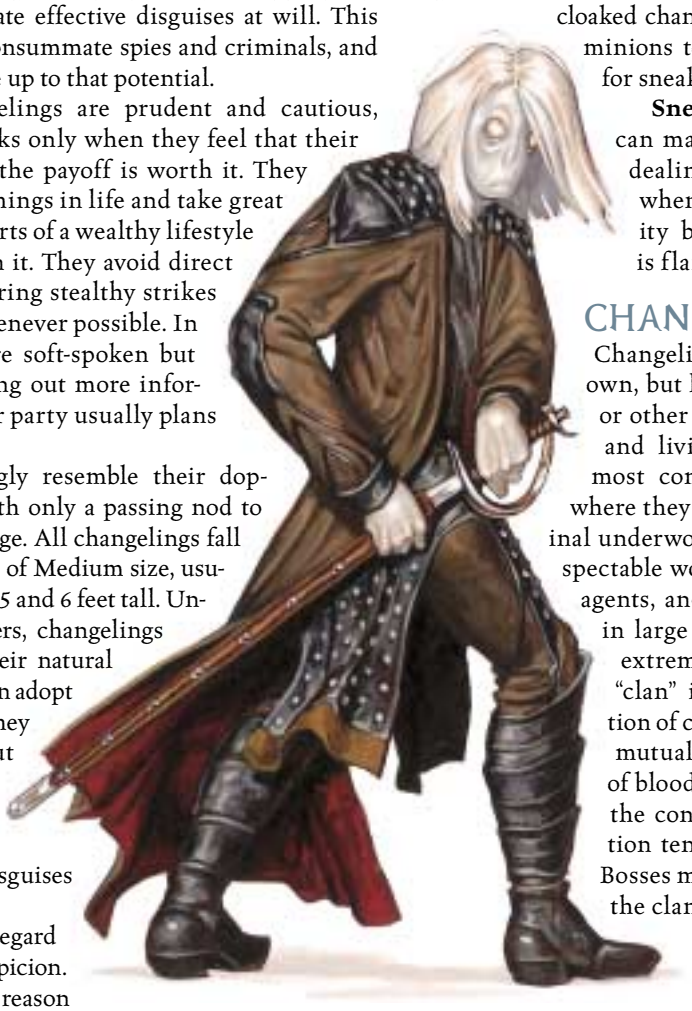
This peculiar humanoid has pale gray skin, thin hair, and blank white eyes. You see hints of a nose and mouth, but its face is bereft of expression. Its limbs are gangly and slightly misproportioned, although it moves gracefully.

Changelings are subtle shapeshifters capable of disguising their appearance. They evolved through the union of doppelgangers and humans, eventually becoming a separate race distinct from either ancestral tree. Changelings do not possess the full shapechanging ability of doppelgangers, but they can create effective disguises at will. This ability makes them consummate spies and criminals, and many changelings live up to that potential.

In general, changelings are prudent and cautious, preferring to take risks only when they feel that their chances are good or the payoff is worth it. They appreciate the finer things in life and take great pleasure in the comforts of a wealthy lifestyle when they can obtain it. They avoid direct confrontation, preferring stealthy strikes and hasty retreats whenever possible. In conversation, they are soft-spoken but have a gift for drawing out more information than the other party usually plans to reveal.

Changelings strongly resemble their doppelganger lineage, with only a passing nod to their humanoid heritage. All changelings fall within the boundaries of Medium size, usually standing between 5 and 6 feet tall. Unlike true doppelgangers, changelings do have gender in their natural form, although they can adopt any shape they like. They speak Common, but many changelings enjoy collecting other languages to expand their repertoire of disguises and identities.

Humans and elves regard changelings with suspicion. Many, however, have reason to do business with them. Dwarves have little patience for their deceptive and subtle manner. Gnomes and halflings, on the other hand, enjoy matching wits with changelings, though they are often rivals in certain shady activities.



Changeling

Illus. by M. Cavotta

COMBAT

Changelings are reluctant fighters, preferring to intimidate or bluff their opponents. When forced to fight, they fight defensively while assessing their chances of winning the fight. Changelings are not above running when they find themselves in a losing situation.

CHANGELING SPY

Changeling spies have a penchant for shady dealings. Most of them are rogues of low to middle level who work as deep-cover spies for local guilds or secret benefactors. Changeling spies rely on disguises, stealth, and honeyed words to conceal their activities and true motives.

Combat

Changeling spies deal in information and avoid combat unless they have allies to support them. Some changeling spies use their natural charisma to lead small gangs of cloaked changeling warriors, relying on their minions to create flanking opportunities for sneak attacks.

Sneak Attack (Ex): An changeling can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied its Dexterity bonus or when the changeling is flanking.

CHANGELING SOCIETY

Changelings do not build cities of their own, but live among humans, goblinoids, or other races, blending in among them and living in their shadow. They are most commonly found in large cities, where they form the backbone of the criminal underworld, though many find more respectable work as entertainers, government agents, and sometimes adventurers. Even in large cities, they do not cluster into extremely large groups. A changeling "clan" is actually a voluntary association of changelings grouped together for mutual protection rather than a group of blood relatives. Clan heads govern by the consent of the clan, and this position tends to change hands frequently. Bosses maintain order and help organize the clan for common purposes.

A changeling clan includes 30% noncombatants, primarily children and the elderly, who are usually the primary reason for the clan's existence. Changelings without dependents generally find little reason to associate with a clan and operate alone or in smaller gangs organized by a charismatic leader.

Many changelings revere the deity known as the Traveler. Many others follow a personal philosophy of the perfect form, in which physical transformation is a spiritual practice symbolizing purification. This philosophy is curiously amoral, and its practitioners include both assassins and saintly ascetics.

	Changeling, 1st-Level Warrior Medium Humanoid (Shapechanger)	Changeling Spy, 3rd-Level Rogue Medium Humanoid (Shapechanger)
Hit Dice:	1d8+1 (5 hp)	3d6 (13 hp)
Initiative:	+1	+6
Speed:	30 ft. (6 squares)	30 feet (6 squares)
Armor Class:	14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13	17 (+2 Dex, +5 *+1 chain shirt*), touch 12, flat-footed 15
Base Attack/Grapple:	+1/+0	+2/+1
Attack:	Rapier +2 melee (1d6–1/18–20) or light crossbow +2 ranged (1d8/19–20)	Masterwork rapier +5 melee (1d6–1/18–20) or light crossbow +4 ranged (1d8/19–20)
Full Attack:	Rapier +2 melee (1d6–1/18–20) or light crossbow +2 ranged (1d8/19–20)	Masterwork rapier +5 melee (1d6–1/18–20) or light crossbow +4 ranged (1d8/19–20)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Sneak attack +2d6
Special Qualities:	Changeling traits, minor change shape	Changeling traits, change shape, evasion, trap sense +1, trapfinding
Saves:	Fort +3, Ref +1, Will –1	Fort +1, Ref +5, Will +2
Abilities:	Str 8, Dex 13, Con 12, Int 10, Wis 9, Cha 11	Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 15
Skills:	Bluff +2, Disguise +0*, Intimidate +2, Jump +0, Sense Motive +2, Spot +1	Balance +3, Bluff +10, Diplomacy +6, Disable Device +7, Disguise +8 (+10 acting), Gather Information +8, Hide +7, Intimidate +6, Jump +0, Move Silently +7, Search +7, Sense Motive +10, Tumble +7
Feats:	Weapon Finesse	Improved Initiative, Weapon Finesse
Environment:	Any	Any
Organization:	Solitary, gang (2–4 plus 1 3rd-level leader), or clan (10–60 plus 30% noncombatants plus 3rd-level boss per 10 adults, 2 5th-level 5th-level elders, plus 1 7th-level clan head)	Solitary or gang (1 plus 2–4 changeling warriors)
Challenge Rating:	1/2	3
Treasure:	Standard	Standard (including masterwork rapier and *+1 chain shirt*)
Alignment:	Usually neutral	Usually neutral
Advancement:	By character class	By character class
Level Adjustment:	+0	+0

CHANGELINGS AS CHARACTERS

Changeling characters possess the following racial traits.

—Medium size.

—Changeling base land speed is 30 feet.

— +2 racial bonus on saving throws against sleep and charm effects.

— +2 racial bonus on Bluff, Intimidate, and Sense Motive checks.

—Natural Linguist: Changelings add Speak Language to their list of class skills for any class they adopt.

—Automatic Languages: Common. Bonus Languages: Auran, Dwarven, Elven, Giant, Gnome, Halfling, and Terran.

—Favored Class: Rogue.

Minor Change Shape (Su): Changelings have the supernatural ability to alter their appearance as though using a *disguise self* spell that affects their bodies but not their possessions. This is not an illusory effect but a minor physical alteration of a changeling's facial features, skin color and texture, and size, within the limits described for the spell. A changeling can use this ability at will, and the alteration lasts until she changes shape again. A changeling reverts to her natural form when killed. A *true seeing* spell reveals her natural form. Using this ability is a full-round action.

Skills: *When using its minor change shape ability, a changeling gets a +10 circumstance bonus on Disguise checks.

CHARNEL HOUND

Huge Undead
Hit Dice: 21d12+84 (220 hp)
Initiative: +2
Speed: 40 ft (8 squares)
Armor Class: 26 (–2 size, +2 Dex, +16 natural), touch 10, flat-footed 24
Base Attack/Grapple: +10/+32
Attack: Bite +17 melee (2d8+19)*
Full Attack: Bite +17 melee (2d8+19)* and 2 claws +12 melee (2d6+12)*
Space/Reach: 15 ft./10 ft.
Special Attacks: Body integration, rend 4d6+21
Special Qualities: Aversion to daylight, damage reduction 10/silver and magic, darkvision 60 ft., frightful presence, spell resistance 23, undead traits, unholy toughness
Saves: Fort +7, Ref +9, Will +12
Abilities: Str 38, Dex 14, Con —, Int —, Wis 11, Cha 18
Skills: —
Feats: Power Attack[B]
Environment: Cold plains
Organization: Solitary, pair, or gang (3–4)
Challenge Rating: 13
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 22–31 HD (Huge); 32–63 HD (Gargantuan)
Level Adjustment: —
*Includes adjustments for Power Attack feat.

The hound-shaped creature stands at least 20 feet at the shoulder. Closer scrutiny reveals that while the creature has the outward shape of a hound, its form is composed of the bodies of hundreds of rotting humanoid corpses.

Illus. by D. Ormston

Charnel hounds are a stunning achievement of some crazed necromancer or god of death. Their very presence is a proclamation of necromantic power. The way in which the bodies making up a charnel hound's form sometimes scream, mutter, and jerk serves to horrify and frighten onlookers.

Charnel hounds, once created, are self-sufficient engines of undead destruction found at night roaming plains where battles have been fought, or loose in underground areas large enough to accommodate their bulk. During the day, they dig themselves great burrows to escape the sun. When clerics or necromancers are powerful enough to command a charnel hound, it is often used as a guardian.

A charnel hound is about 20 feet tall and weighs about 35,000 pounds.

COMBAT

A charnel hound savages any living creatures it encounters. When it overcomes its foes (especially humanoids) it immediately integrates the foe into its own body, even if the foe is not quite dead yet.

A charnel hound uses its Power Attack feat to normally attack with a –5 penalty on its attack rolls, gaining a +5 bonus on damage rolls.

Body Integration (Su): Whenever a charnel hound reduces a living humanoid foe of Large size or smaller to negative hit points, the foe must immediately make a DC 24 Fortitude saving throw. On a failed save, the victim's body is instantly absorbed into the form of the charnel hound, healing the charnel hound of points of damage equal to 3 × Hit Dice of the victim. This effect kills the victim, and makes it difficult for his companions to recover his body or equipment unless the charnel hound is defeated and the proper body pulled from the pile of resultant corpses. The save DC is Charisma-based.

Rend (Ex): A charnel hound that hits with both claw attacks latches onto the opponent's body and tears its flesh. This automatically deals an extra 4d6+21 points of damage.

Aversion to Daylight (Ex): Charnel hounds loathe daylight. If exposed to natural daylight (not merely a *daylight* spell), a charnel hound takes a –4 penalty on all attack rolls, saving throws, and skill checks.

Frightful Presence (Su): A charnel hound can inspire terror by charging or attacking. Affected creatures must succeed on a DC 24 Will save or become shaken, remaining in that condition as long as they remain with 60 feet of the charnel hound. The save DC is Charisma-based.

Unholy Toughness (Ex): A charnel hound gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

Charnel hound

CHELICERA

Medium Vermin
Hit Dice: 12d8+12 (66 hp)
Initiative: +4
Speed: 30 ft. (6 squares), climb 30 ft.
Armor Class: 19 (+4 Dex, +5 natural), touch 14, flat-footed 15
Base Attack/Grapple: +9/+17
Attack: Claw +13 melee (1d6+2)
Full Attack: 2 claws +13 melee (1d6+2) and bite +8 melee (1d8+1 plus disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood drain, improved grab
Special Qualities: Darkvision 60 ft., immunity to sonic, mimicry, scent, vermin traits
Saves: Fort +9, Ref +8, Will +5
Abilities: Str 14, Dex 19, Con 12, Int —, Wis 13, Cha 12
Skills: Climb +10, Hide +12, Listen +9
Feats: Weapon Finesse[B]
Environment: Warm mountains
Organization: Solitary or pack (2–8)
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral
Advancement: 13–16 HD (Medium); 17–36 HD (Large)
Level Adjustment: —

This creature looks like a spindly black spider as large as a human. Two thin arms extend from the insect's small body, each ending in a sharp looking claw. A strange pair of thick antennae sits atop its head like a tuning fork.

Chelicera

The chelicera is a spidery creature that can reproduce any sound it hears. Cheliceras are a common problem in towns and cities built in warm climates, where the vermin tend to live in neighborhoods with poor sanitation.

A chelicera can remember and duplicate sounds. It has no understanding of speech, but can duplicate many of the component sounds. The creature tests each sound it knows, looking for those that most reliably draw prey. Often, the most useful sounds are the screams of a previous victim.

From their hidden lairs, they lure victims to their doom by reproducing the sounds they hear. Warriors of noble intent rush into a chelicera's lair to rescue an innocent, only to discover that it is they who need rescuing. Once someone enters a chelicera's territory in search of the source of the sounds, the creature attacks, leaving the drained corpse in another part of town. Infestations are often mistaken for the work of a vampire, but holy water and garlic is of no use against the cheliceras.

A chelicera is mostly long legs and arms, standing 4 feet tall and about 5 feet in diameter even though its body is only about the size of a full backpack. It weighs no more than 50 pounds.

COMBAT

Cheliceras always attempt to ambush their foe, leaping from the shadows when they lure a creature to their nest. As they cannot truly gauge the odds of success, they always spring to the attack even if a large group enters, subsequently fleeing if the battle turns against them.

Blood Drain (Ex): A chelicera can suck the blood from a living creature by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 Constitution drain each round that it makes a successful grapple check.

Improved Grab (Ex): To use this ability, a chelicera must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to pin the creature on a subsequent round.

A chelicera has a +4 racial bonus on grapple checks and uses its Dexterity modifier instead of its Strength modifier when grappling.

Mimicry (Ex): A chelicera can repeat any noise it hears as a free action. This ability works much like *ghost sound* (Will DC 17 disbelief), except that the sound is always centered on the chelicera itself. The creature's favorite tactic is to reproduce garbled or faint speech, causing the potential prey to move closer for a better listen. The save DC is Charisma-based.

Skills: Cheliceras have a +8 racial bonus on Hide checks and Listen checks. A chelicera also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

CHELICERAS IN EBERRON

Cheliceras prowl the Howling Peaks, north of Zilargo, where they feed on mountain lions, humanoids, and other weaker predators. Their natural enemies include wyverns, chimeras, and manticores.

Illus. by F. Irving

CHRAAL

Large Elemental (Cold)
Hit Dice: 9d8+45 (85 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 21 (–1 size, +8 natural, +4 deflection), touch 13, flat-footed 21
Base Attack/Grapple: +6/+15
Attack: Claw +10 melee (1d8+5 plus 1d6 cold)
Full Attack: 2 claws +10 melee (1d8+5 plus 1d6 cold) and bite +8 melee (2d6+2 plus 1d6 cold)
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, death throes, freeze
Special Qualities: Damage reduction 5/–, darkvision 60 ft., deflecting cold, elemental traits, immunity to cold, vulnerability to fire
Saves: Fort +11, Ref +3, Will +5
Abilities: Str 21, Dex 11, Con 20, Int 9, Wis 10, Cha 14
Skills: Listen +4, Search +3, Spot +4
Feats: Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Multiattack
Environment: Elemental Plane of Water
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral evil
Advancement: 10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment: —

An 8-foot-tall, powerful being seemingly constructed of magical ice confronts you. Jagged spurs and spines form icy ridges along its blue-black, humanoid-shaped body, and cold blue light leaks from eyes, mouth, and joints of its glistening black icy form. Its long, muscled arms end in sharp talons, and its mouth opens to reveal rows of wickedly sharp teeth.

Illus. by D. Allsbop

Chraal

When a particularly evil and hateful being perishes on either the Elemental Plane of Air or the Elemental Plane of Water, its life force is sometimes captured by the planar powers and coalesced into a chraal. The chraal retains no knowledge of its past life and exists as a radiant cloud of cold energy trapped inside a monstrous shell of hard, bluish-black ice.

Some spellcasters who specialize in summoning and controlling extraplanar servants bind chraals to them once they learn of the elemental's existence. The chraals enjoy such excursions from their home plane, relishing any chance to inflict harm on the living. A chraal summoned and bound to a spellcaster's service that is not given the opportunity to hunt and kill invariably tries to turn against its summoner.

Chraals are solitary creatures and do not intermingle or procreate. They do not generally attack one another and will sometimes combine their strength to defeat a common enemy before going their separate ways.

A chraal stands 8 feet tall. Its head rests atop two broad shoulders, and its thick arms end in wicked claws strong enough to crush stone. A chraal weighs between 1,000 and 2,000 pounds.

Chraals cannot speak or communicate in any way, but they have rudimentary intelligence and can be commanded to follow orders under the proper circumstances.

COMBAT

A chraal is a ruthless killer, relishing the shed blood of its enemies. It rarely retreats from a fight, attacking until it or its opponent is slain. A chraal nearly always begins a battle with its breath weapon. It focuses its attacks on any creature that exhibits signs that it might have fire (magic or otherwise) at its disposal. A chraal is too impatient to rely on its breath weapons for long, however. It would rather wade into melee, tearing its enemies to pieces with its sharp claws.

Breath Weapon (Su): 60-foot cone, 3/day, 6d6 cold, Reflex DC 19 half. The save DC is Constitution-based.

Death Throes (Ex): When killed, a chraal explodes in an immense blast of cold energy that deals 10 points of cold damage and 10 points of piercing damage to anything within 30 feet (Reflex DC 19 half). The save DC is Constitution-based.

Freeze (Ex): A chraal generates so much cold that its mere touch, including all its attacks, deals an additional +1d6 points of cold damage. Any metallic weapon a chraal might wield in combat also conducts this cold.

Deflecting Cold (Su): The magical cold radiance that shines from the cracks in a chraal's black ice gives it a measure of defense, providing it with a +4 deflection bonus to Armor Class.

CHRAALS IN EBERRON

In the Eberron campaign setting, chraals are native to the icy plane of Risia, which is coterminous with the Material Plane for one month every five years.

CINDER SWARM

Fine Elemental (Fire, Swarm)
Hit Dice: 16d8 (72 hp)
Initiative: +10
Speed: 40 ft. (8 squares), fly 40 ft. (good)
Armor Class: 25 (+6 Dex, +8 size, +1 natural), touch 24, flat-footed 19
Base Attack/Grapple: +12/—
Attack: Swarm (4d6 plus 3d6 fire)
Full Attack: Swarm (4d6 plus 3d6 fire)
Space/Reach: 10 ft./0 ft.
Special Attacks: Burn, distraction
Special Qualities: Darkvision 60 ft., elemental traits, immunity to fire, swarm traits, vulnerability to cold
Saves: Fort +7, Ref +18, Will +7
Abilities: Str 1, Dex 22, Con 10, Int 4, Wis 11, Cha 11
Skills: Hide +16, Spot +9
Feats: Ability Focus (burn), Ability Focus (distraction), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes
Environment: Elemental Plane of Fire
Organization: Solitary, flame (2–4 swarms), or blaze (5–8 swarms)
Challenge Rating: 13
Treasure: None
Alignment: Usually neutral evil
Advancement: —
Level Adjustment: —

Flickering flames move along the ground and through the air as one unified mass. It sparks and crackles, setting fire to all it touches.

Cinder swarm

Illus. by F. Tsai

While most elementals tend toward neutrality, cinders are most definitely evil. They glory in inflicting pain and causing destruction. Individually, they are no more significant than a fleck of hot ash that snaps out of a campfire. Collectively, they possess great destructive power.

Each elemental composing a cinder swarm speaks Ignan, but communicating with a single Fine elemental in the swarm is virtually impossible. The crackle and roar of the mass of cinders is overwhelms individual voices.

COMBAT

A cinder swarm begins by attacking the nearest creature. However, in subsequent rounds, it will attack creatures that demonstrate the ability to harm it, especially those that have cold-based attacks. Unlike many fire-based elementals, cinders have a fly speed and frequently go after aerial opponents.

Burn (Ex): A cinder swarm's attack deals damage as a swarm plus fire damage from the Fine elementals' flaming bodies. Those swarmed by cinders also must succeed on a DC 20 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a cinder swarm with natural weapons or unarmed attacks take fire damage as though hit by the swarm, and also catch on fire unless they succeed on a Reflex save.

Distraction (Ex): Any living creature vulnerable to a cinder swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 20 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

CINDER SWARMS IN EBERRON

Cinder swarms are native to the fiery plane of Fernia and often find their way to Eberron at times when Fernia and the Material Plane are coterminous.

CINDER SWARMS IN FAERÛN

Cinder swarms are born in great pits of lava that touch on the Elemental Plane of Fire. Carried to the surface by erupting volcanoes, they can ravage thousands of acres of surrounding countryside. However, they are far more prevalent in the Underdark, particularly in the Serpent Deeps (under Tashalar and Lapaliiya), the Burning Rift (under the Jungles of Chult), and the Spawning Deep (under the Smoking Mountains).

CONFLAGRATION OOZE

This odd creature looks like a massive pudding of flame. Its glistening membrane barely seems able to contain the roaring inferno within it. Flames and fiery fluid swirl and flow through the ooze, and bursts and gouts of flame erupt from occasional breaks in the creature's skin.

Most oozes are mindless hunters, stalking the shadowy places in a constant search for food. But magical or environmental accidents sometimes result in a new breed of monster. Such was the case with the conflagration ooze. Whether the result of some wild magical experiment, an environmental disaster, or something else entirely, conflagration oozes have demonstrated to the unwary that they should not be underestimated or trifled with.

A conflagration ooze looks like a mass of liquid flame, barely held together by a transparent membrane. The fire that roars within it breaks through the protective outer skin on occasion, and the creature radiates an intense heat. The average conflagration ooze measures 8 feet across and weighs around 1,500 pounds.

Conflagration oozes, unlike the majority of their ooze counterparts, are not mindless eaters. They possess a reasonable degree of intellect, allowing them to formulate tactics and basic strategy. One typically claims a series of caverns near a volcano or hot springs as a lair. It spends most of its time hunting, like other oozes, as it requires a great deal of energy to fuel the massive inferno raging within.

Conflagration oozes also hoard treasure, and some have even been known to conduct magical research. Conflagration oozes love fire, and they sometimes wander out of their lairs to revel in the destruction and panic their coming brings as entire regions of land are consumed in their passing.

Conflagration oozes speak Ignan.

Conflagration ooze

Illus. by S. Wood

COMBAT

A conflagration ooze begins a battle with its spell-like abilities, hoping to immobilize some of its opponents before engaging in melee. Once it closes in, it attempts to grapple its foes and infuse them with the fiery toxin that surges through its body.

Fire in the Blood (Su): A potent fiery toxin flows through the body of a conflagration ooze. Any creature grappled or pinned by the ooze must make a successful DC 19 Fortitude save as the fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life-supporting fluid, such as sap in a plant creature).

Success indicates the creature takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature.

Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood into liquid flame. The creature takes 1d4 points of Constitution damage and 2d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterward, it must make another DC 19 Fortitude save to reduce or avoid the same effects.

As a creature that fails its saves takes Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more Constitution damage accrues. Tiny rivulets of flame leak from these

VARIANT CONFLAGRATION OOZE

Occasionally, those who have encountered conflagration oozes and survived meet others of a similar experience. In the course of comparing their respective war stories, these individuals sometimes discover that the creature they faced had one ability the other group's did not and assume the creatures to have been different monsters entirely. These individuals would be wrong.

Highly magical creatures, some rare conflagration oozes have evolved beyond the abilities normally associated with standard creatures of their species, gaining a new, deadly ability in the process. These conflagration oozes have a death throes special ability that allows them to expose their foes to their deadly fiery toxin even after death. The CR of these variant conflagration oozes is increased by 1, since it's entirely likely that the lethal creatures manage to mortally wound an opponent in the course of their own death.

Death Throes (Ex): When killed, a conflagration ooze explodes in a fiery flash of goo that deals 3d6 points of fire damage and 3d6 points of bludgeoning damage to anything within 20 feet. Creatures that make a DC 17 Reflex save take half damage.

In addition, creatures caught within the blast are exposed to the ooze's fiery toxin. These creatures must make a DC 17 Fortitude save or take 1d4 points of Constitution damage and an additional 2d6 points of fire damage. Only creatures that take damage from the initial blast must make this second save. The save DCs are Constitution-based.

	Conflagration Ooze Large Ooze (Fire)	Infernal Conflagration Ooze Huge Ooze (Evil, Extraplanar, Fire)
Hit Dice:	7d10+28 (66 hp)	15d10+90 (172 hp)
Initiative:	+4	+3
Speed:	30 ft. (6 squares), climb 10 ft.	30 ft. (6 squares), climb 10 ft.
Armor Class:	20 (–1 size, +11 natural), touch 9, flat-footed 20	21 (–2 size, +14 natural), touch 8, flat-footed 21
Base Attack/Grapple:	+5/+15	+11/+29
Attack:	Slam +11 melee (2d6+6 plus 1d6 fire)	Slam +20 melee (3d6+10 plus 1d6 fire)
Full Attack:	2 slams +11 melee (2d6+6 plus 1d6 fire)	2 slams +20 melee (3d6+10 plus 1d6 fire)
Space/Reach:	10 ft./10 ft.	15 ft./10 ft.
Special Attacks:	Fire in the blood, improved grab, spell-like abilities	Fire in the blood, improved grab, smite good, spell-like abilities
Special Qualities:	Blindsight 60 ft., damage reduction 5/bludgeoning, immunity to fire, ooze traits, vulnerability to cold	Blindsight 60 ft., damage reduction 5/bludgeoning and 10/magic, immunity to fire, ooze traits, resistance to cold 10, spell resistance 20, vulnerability to cold
Saves:	Fort +6, Ref +4, Will +3	Fort +11, Ref +6, Will +8
Abilities:	Str 23, Dex 10, Con 18, Int 9, Wis 12, Cha 13	Str 31, Dex 8, Con 22, Int 9, Wis 12, Cha 15
Skills:	Climb +10, Hide +8, Listen +3, Move Silently +8	Climb +10, Hide +12, Listen +6, Move Silently +12
Feats:	Ability Focus (fire in the blood)[B], Improved Initiative, Lightning Reflexes, Weapon Focus (slam)	Ability Focus (fire in the blood)[B], Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Stealthy, Weapon Focus (slam)
Environment:	Underground	Nine Hells of Baator
Organization:	Solitary	Solitary
Challenge Rating:	7	13
Treasure:	Standard	Standard
Alignment:	Usually chaotic evil	Usually lawful evil
Advancement:	8–11 HD (Large); 12–21 HD (Huge)	16–21 HD (Huge)
Level Adjustment:	—	—

holes, as well as from the creature's ears, nose, and mouth, running down the victim's body and giving it an unearthly, terrible appearance.

Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability but are still subject to the fire damage.

Improved Grab (Ex): To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Spell-Like Abilities: 1/day—*confusion* (DC 15), *deep slumber* (DC 14), *hold monster* (DC 16). Caster level 10th.

Skills: Conflagration oozes have a +8 racial bonus on Hide checks and Move Silently checks.

INFERNAL CONFLAGRATION OOZE

Infused by evil power, the infernal conflagration ooze is more sinister than its nonfiendish cousin.

Infernal conflagration oozes speak Ignan and Infernal.

The infernal conflagration ooze presented here adjusts the base creature's statistics by advancing its Hit Dice, adding ability score increases based on Hit Dice, and adding the fiendish template.

Combat

Despite its size, the infernal conflagration ooze is quite stealthy. It prefers to attack from ambush, surprising its prey with its *confusion*, *deep slumber*, and *hold monster* spell-like abilities, then following up with melee attacks (opening with its smite good attack). Infernal conflagration oozes use Power Attack frequently unless their foes prove particularly difficult to hit.

An infernal conflagration ooze's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fire in the Blood (Su): The flaming toxin secreted by an infernal conflagration ooze deals 1d6 points of Constitution damage and 3d6 points of fire damage to a grappled foe. The save DC to resist the toxin is 25.

Smite Good (Su): Once per day the infernal conflagration ooze can make a normal melee attack that deals +15 damage against a good foe.

Spell-Like Abilities: The save DCs for the infernal conflagration ooze's spell-like abilities increase as follows: *confusion* (DC 16), *deep slumber* (DC 15), *hold monster* (DC 17). Caster level 10th.

DEATHSHRIEKER

This horrible apparition floats above the ground, its skeletal face twisted in horrible pain while it screams in a terrifying cacophony that sounds like the last shrieks of the dying.

The deathshrieker is an undead spirit that embodies the horrible cries and shrieks of the dying as they utter their last gasps of life. It roams lonely and forgotten battlefields, charnel houses, or sites of terrible plagues, filling the air with its mournful and soul-sapping screams. It relives the final moments of those who have died from slow, agonizing deaths due to violence, disease, or some other tragedy. Typically, the larger the death and despair of an area, the larger the deathshrieker, although relatively small areas that hosted truly despicable acts of violence can bring one into being as well.

Most deathshriekers haunt a single location, although some wander aimlessly on lonely and desolate roads or other forbidding terrain. They are angry, vengeful spirits that endlessly babble the final words of those who have died. They seek to kill living beings just to hear their final scream. The haunt of a deathshrieker is noted for odd, disturbing noises and the occasional whisper of the dead crying out in pain. These noises can persist for years even if the deathshrieker is destroyed.

A deathshrieker is 5 to 6 feet tall and weightless.

Deathshriekers speak Common and one other language, often the racial language of those who died in the most numbers within the area. They rarely speak with intent but instead replay the last words of a hundred souls that have perished, which blur together in a terrifying din.

Illus. by A. Stokes

Deathshrieker

COMBAT

A deathshrieker charges headlong into combat, using its despair ability to root creatures in place before striking with their incorporeal touch. A deathshrieker will wait until it can catch as many creatures as possible in the area of its scream of the dying ability. If it is close to being destroyed, a deathshrieker will stay in the thick of combat, using its death rattle ability to cause a retributive strike against the living.

Charisma Drain (Su): An individual struck by a deathshrieker must make a DC 24 Fortitude save or permanently lose 1d4 points of Charisma (2d4 points on a critical hit). The deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma-based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a DC 24 Will save or gain 1d4 negative levels. Creatures that cannot hear or are under the effect of a *silence* spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma-based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed on a DC 24 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's despair ability for 24 hours. The save DC is Charisma-based.

Scream of the Dying (Su): Once per day, as a full-round action, a deathshrieker can release a soul-numbing scream that lasts for up to 3 rounds. After this first round, a deathshrieker can use a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker, or within a 60-foot cone extending from the deathshrieker, at the creature's option. Once the deathshrieker chooses the shape of this effect, it must maintain that effect for all three rounds. In the case of a cone, it can aim in a single direction during its turn. Creatures caught in this area must make a DC 26 Will save or suffer the effects described below. The save DC is Charisma-based. Creatures that cannot hear or are under the effect of a *silence* spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent:

Round 1: The creature is deafened for 1d4 rounds.

Round 2: The creature is stunned for 1d3 rounds.

Round 3: The creature suffers the effects of *insanity*, as the spell cast by an 18th-level sorcerer.

This effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a DC 26 Concentration check or the spell is negated.

Death's Grace (Ex): A deathshrieker gains a +1 profane bonus to AC for every 3 Hit Dice it possesses.

Silence Vulnerability (Ex): Deathshriekers cannot abide silence and are harmed by it. To even enter into the radius of a *silence* spell, a deathshrieker must make a Will

	Deathshrieker Medium Undead (Incorporeal)	Advanced Deathshrieker Medium Undead (Incorporeal)
Hit Dice:	18d12 plus 18 (135 hp)	25d12 plus 25 (187 hp)
Initiative:	+11	+12
Speed:	Fly 40 ft. (good) (8 squares)	Fly 40 ft. (good) (8 squares)
Armor Class:	28 (+7 Dex, +5 deflection +6 profane), touch 28, flat-footed 21	31 (+8 Dex, +5 deflection, +8 profane), touch 31, flat-footed 23
Base Attack/Grapple:	+9/—	+12/—
Attack:	Incorporeal touch +16 melee (1d8 Cha)	Incorporeal touch +20 melee (1d8 Cha)
Full Attack:	Incorporeal touch +16/+11 melee (1d8 Cha)	Incorporeal touch +20/+15/+10 melee (1d8 Cha)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Death rattle, despair, scream of the dying	Death rattle, despair, scream of the dying
Special Qualities:	+4 turn resistance, darkvision 60 ft., death's grace, incorporeal traits, silence vulnerability, undead traits	+4 turn resistance, darkvision 60 ft., death's grace, incorporeal traits, silence vulnerability, undead traits
Saves:	Fort +8, Ref +13, Will +15	Fort +10, Ref +18, Will +18
Abilities:	Str —, Dex 25, Con —, Int 8, Wis 14, Cha 20	Str —, Dex 27, Con —, Int 8, Wis 14, Cha 20
Skills:	Hide +17, Intimidate +19, Listen +17, Search +12, Spot +17	Hide +23, Intimidate +22, Listen +22, Search +20, Spot +17
Feats:	Ability Focus (scream of the dying), Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will	Ability Focus (scream of the dying), Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes
Environment:	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	15	19
Treasure:	Solitary	Solitary
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	19–30 HD (Medium)	26–30 HD (Medium)
Level Adjustment:	—	—

save (DC 12 + caster level). Each round that a deathshrieker remains within the area of a *silence* spell, it takes 1d10 points of damage (Will save for half).

ADVANCED DEATHSHRIEKER

Truly cataclysmic battles sometimes spawn deathshriekers of incredible power. These horrible beings are like their weaker kin, but much more aggressive and horrifying.

The advanced deathshrieker presented here adjusts the base creature's statistics by advancing its Hit Dice and adding ability score increases based on Hit Dice.

Combat

The save DCs for this advanced deathshrieker's Charisma drain (DC 27), death rattle (DC 27), despair (DC 27), and scream of the dying ability (DC 29) are adjusted for its improved Hit Dice. It otherwise follows the same combat tactics as regular deathshriekers.

DEATHSHRIEKERS IN EBERRON

Deathshriekers haunt the battle-scorched plains of the Mournland. They also prevail along the jagged coastlines of the Demon Wastes, along which many ships and crews have met their doom. One of the Lords of Dust, a powerful rakshasa, inhabits a palace haunted by deathshriekers and reportedly finds their hellish screams "soothing."

DEATHSHRIEKERS IN FAERÛN

Deathshriekers have plagued Faerûn since the Time of Troubles, a period of great turmoil and suffering that ended with the destruction of many gods. They also haunt the land surrounding the black pit that was once the city of Tilverton and other ruins of dread and despair.

DEMON, ARROW

Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)
Hit Dice: 10d8+90 (135 hp)
Initiative: +4
Speed: 40 ft. (8 squares)
Armor Class: 19 (+4 Dex, +5 natural), touch 14, flat-footed 15
Base Attack/Grapple: +10/+15
Attack: 2 Large *+1 composite longbows* (+5 Str bonus) +14/+14 ranged (2d6+6/×3) or claw +15 melee (1d6+5)
Full Attack: 2 Large *+1 composite longbows* (+5 Str bonus) +14/+14/+9/+9 ranged (2d6+6/×3) or 4 claws +15 melee (1d6+5)
Space/Reach: 5 ft./5 ft.
Special Attacks: Close combat shot, oversized weapons, spell-like abilities, *summon tanar'ri*, symmetrical archery
Special Qualities: Damage reduction 5/cold iron and good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft.

Arrow demon

Illus. by L. Parrillo

Saves: Fort +16, Ref +11, Will +10
Abilities: Str 21, Dex 19, Con 29, Int 14, Wis 16, Cha 12
Skills: Balance +17, Bluff +14, Climb +18, Concentration +21, Hide +17, Jump +22, Listen +16, Move Silently +17, Sense Motive +16, Spot +16
Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)
Environment: Infinite Layers of the Abyss
Organization: Solitary, pair, team (3–5), or squad (6–10)
Challenge Rating: 7
Treasure: Double standard (including 2 Large *+1 composite longbows* and arrows)
Alignment: Always chaotic evil
Advancement: 11–20 HD (Medium)
Level Adjustment: +8

Lean and wiry, this four-armed creature holds two powerful longbows in its left arms and draws the strings back in parallel with its right arms. The massive arrows notched in the bows draw the eye, and the emaciated limbs with which it holds its twin bows obviously conceal an abyssal strength. The creature's gray skin is oily and moist, and it is entirely hairless. The creature's long legs end in four-jointed toes, and it grips the ground as it walks.

Arrow demons were created to serve in massive battalions on the endless abyssal battlefields. Although they still play a devastating role in such battles, arrow demons have now begun to appear elsewhere. Powerful demons and mortal summoners alike have learned that even one arrow demon is capable of dominating a battlefield.

Although arrow demons are dangerous by themselves, they are at their most deadly when they can stand still and shoot every round. On battlefields, this means that companies of arrow demons are shielded by ranks of lesser troops—pitiful, abyssal creatures too weak to stop a serious assault yet numerous enough to slow an onrushing enemy long enough for the ranks of arrow demons to deliver massive arrow fire on the enemy. In the skirmishes and battles of mortal summoners, this means that the arrow demon is most effective when acting in concert with other summoned creatures or perhaps the mortal's lesser minions.

The very effectiveness of these obvious tactics have given arrow demons an importance in the ranks of the demons higher than their sheer physical power would otherwise earn them. Although an arrow demon must still give way to any greater demon, large groups of the abyssal archers know they are too valuable to their demonic lord's battle plans to be gainsaid by any but the most powerful individual demons.

Like other demons, arrow demons are cruel beyond mortal measure, knowing nothing of compassion or altruism. They scorn virtue and despise hope, yet they understand more clearly than perhaps any other demon that their continued existence depends on their value to their masters.

An arrow demon is an emaciated, four-limbed demon, standing some 6 feet 6 inches in height. It is completely

hairless, and its moist, gray skin is sickening and leathery to the touch. The creature's limbs conceal a wiry strength, but it weighs only 150 pounds.

Arrow demons speak Abyssal, Celestial, and Draconic.

Arrow Demon Ammunition

The arrow demon's statistics assume that the creature uses nonmagical arrows only. You can add other types of arrows to the demon's quiver, or you can roll on the following table to randomly determine what type(s) of special ammunition the demon carries (if any). Any ammunition the demon carries should be treated as part of its treasure.

d%	Additional Ammunition	Cost
01–40	None	—
41–45	100 adamantine arrows	305 gp
46–50	100 cold iron arrows	10 gp
51–60	100 alchemical silver arrows	15 gp
61–70	50 adamantine, 50 cold iron	157 gp, 5 sp
71–90	50 adamantine, 50 alchemical silver	160 gp
91–100	50 cold iron, 50 alchemical silver	12 gp, 5 sp

COMBAT

Arrow demons prefer to fight in ordered ranks surrounded by hundreds of their kind. Grouped into massive battalions, arrow demons are capable of destroying entire armies of foes. Now that these demons are being sent to other planes and given missions other than outright warfare, most who encounter them do so outside of the abyssal battlefields of the Nine Hells or the infinite layers of the Abyss. As archers first and foremost, arrow demons prefer to have allied creatures between them and an enemy, allowing them to reliably fire a steady stream of arrows from their twin bows.

Small groups of arrow demons have perfected an unorthodox method of holding a running battle. When pressed and working as a group, the arrow demon with the most hit points makes a full attack while all of his allies use *dimension door* to go as far away as they can and maintain line of sight to their foes. Once the lead demon is wounded, it uses *dimension door* to relocate behind the group and all but one member of the group use *dimension door* to appear next to him, beginning the process once again. Using this tactic, the demons get to make the maximum number of full-attack actions possible in the terrain and their foes' attacks are always directed against the demon most able to withstand them.

An arrow demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Close Combat Shot (Ex): An arrow demon does not incur attacks of opportunity for firing a bow while threatened. In addition, the arrow demon can shoot its bows to make attacks of opportunity as if it threatened the squares adjacent to it with its bows.

Oversized Weapons (Ex): Arrow demons can use bows of any kind that are up to one size larger than their size would allow without penalty.

Spell-Like Abilities: At will—*dimension door* (self plus 50 pounds of objects only). Caster level 10th.

Summon Tanar'ri (Sp): Once per day, an arrow demon can either automatically summon 1d6 dretches or attempt to summon another arrow demon with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Symmetrical Archery (Ex): The arrow demon has an amazing ability to wield two bows at once in unison. Any time the arrow demon could make a single attack with a bow, it can attack with both of its bows, at –2 to all its attack rolls that round. For example, when making an attack action, an arrow demon can fire one arrow from each bow at its normal attack bonus minus 2, and when making a full-attack action, it can fire one arrow from each bow for each of its normal iterative attacks (two arrows from each bow, each shaft at a –2 penalty). The statistics block above already includes these bonuses. The arrow demon takes no additional penalties for using multiple weapons as long as it is using only bows.

Telepathy (Su): Arrow demons can communicate telepathically with any creature within 100 feet that has a language.

SUMMONING AN ARROW DEMON

An evil spellcaster who knows the *summon monster VII* spell can choose to permanently remove the babau from the list of creatures that he can summon (either with *summon monster VII* or with higher level summoning spells). If he does so, he can replace the babau with the arrow demon, adding it to the list of creatures that he can summon with the spell. Once the spellcaster learns higher-level summoning spells, he can use them to summon multiple arrow demons if he has chosen this option.

ARROW DEMONS IN EBERRON

Arrow demons are native to the plane of Shavarath, where they wage war against the devils indigenous to that plane. Desperate Cyran and Karnnathi commanders used summoned arrow demons to bolster their armies in the dying days of the Last War.

ARROW DEMONS IN FAERÛN

In the Forgotten Realms setting, arrow demons are native to the Infinite Layers of the Abyss. However, they also populate the Blood Rift, a plane where demons and devil wage the eternal Blood War. In addition, the Blood Rift floats among the Lower Planes, becoming coterminous at different times to many of them. Consequently, arrow demons may also be encountered in the Barrens of Doom and Despair, Deep Caverns, the Demonweb Pits, Fury's Heart, Hammergrim, Nishrek, and the Supreme Throne.

DEMON, SORROWSWORN

Large Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)
Hit Dice: 18d8+216 (297 hp)
Initiative: +7
Speed: 40 ft. (8 squares), fly 80 ft. (poor)
Armor Class: 28 (–1 size, +3 Dex, +16 natural), touch 12, flat-footed 25
Base Attack/Grapple: +18/+31
Attack: +2 *glaive* +23 melee (2d8+25)* or bite +21 melee (1d8+14 plus 1 Con)*
Full Attack: +2 *glaive* +23/+18/+13/+8 melee (2d8+25)* and bite +16 melee (1d8+9 plus 1 Con)* or 2 claws +21 melee (1d6+14)* and bite +16 melee (1d8+9 plus 1 Con)*
Space/Reach: 10 ft./10 ft. (glaive 15–20 ft. only)
Special Attacks: Aura of loss, spell-like abilities, whispers of loss
Special Qualities: Damage reduction 10/cold iron and good, darkvision 60 ft., immunity to electricity and poison, *mind reading*, outsider traits, resistance to acid 10, cold 10, and fire 10, spell resistance 25, strong willed, telepathy 100 ft.
Saves: Fort +22, Ref +14, Will +17 (+21 against mind-affecting spells and abilities)
Abilities: Str 29, Dex 17, Con 32, Int 20, Wis 22, Cha 21
Skills: Bluff +26, Concentration +32, Diplomacy +9, Hide +28, Intimidate +28, Knowledge (arcana) +26, Knowledge (geography) +26, Knowledge (the planes) +26, Listen +29, Move Silently +32, Sense Motive +27, Spellcraft +28, Spot +29, Survival +35 (+37 on other planes, +37 avoiding getting lost and hazards)
Feats: Ability Focus (aura of loss), Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Initiative[B], Improved Sunder, Improved Toughness[B], Power Attack
Environment: Infinite Layers of the Abyss
Organization: Solitary
Challenge Rating: 17
Treasure: Standard coins; double goods; standard items, plus +2 *glaive*
Alignment: Always chaotic evil
Advancement: 19–36 HD (Large); 37–72 HD (Huge)
Level Adjustment: —
*Includes adjustments for Power Attack feat.

This emaciated figure stands nearly 15 feet tall. Batlike wings protrude from its back. Its face is a skeletal mockery of utter mourning, and two short, twisted horns sprout from the front of its high brow. A wide maw and hooked claws clutching a massive polearm only add to this picture of lethality.

Creatures of loss, sorrowsworn demons appear only after a war or battle has finished. They prey on the feelings of great sorrow that permeate a region after the loss of its youth and promise.

Favored haunts of sorrowsworn demons include mass graves, orphanages, hospitals, and the homes of those who have lost loved ones to battle. Wherever one can find the greatest concentration of souls suffering from loss, one can also often find a lurking sorrowsworn demon, encouraging those feelings and sating itself on them.

A sorrowsworn demon stands between 12 and 15 feet high and weighs about 500 pounds. Its skin is always a dusky black, and its face always appears as a mocking visage of great sadness.

Sorrowsworn demons speak Abyssal, Celestial, Common, Dwarven, Elven, Giant, Goblin, and Infernal.

COMBAT

A sorrowsworn demon preys on the weakness of others, and its tactics reflect this preference. It nearly always strikes from hiding, attempting to bring its aura of loss to bear on as many foes as possible. It then uses its *mind reading* abilities to determine what its foes most fear losing, then uses its whispers of loss to further weaken its opponents before ripping into them.

A sorrowsworn demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

A sorrowsworn normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls (+10 damage if using a glaive).

Aura of Loss (Su): A sorrowsworn demon radiates feelings of intense personal loss. Any creature within 30 feet of a sorrowsworn demon must make a DC 26 Will save or be overwhelmed with feelings of despair as they continually visualize the most terrible losses they've ever endured or can imagine happening. These feelings manifest as a –2 penalty on attack rolls, saving throws, ability checks, and skill checks. An opponent that fails this save and has also had its mind read by the sorrowsworn demon is more likely to fall victim to its whispers of loss (see below).

In addition, due to the distracting nature of the aura, any affected creatures that attempt to cast spells must succeed on a Concentration check (DC 20 + spell level) to avoid losing the spell.

This ability lasts for as long as affected creatures remain within the area of the aura and for 2d6 rounds after they leave. Creatures that leave the aura and reenter must make another save upon reentry or be affected once more, regardless of whether they made their initial saving throw.

The sorrowsworn demon can suppress or activate this ability at will as a free action. This is a mind-affecting ability. The save DC is Charisma-based.

Spell-Like Abilities: At will—*detect magic*, *invisibility*, *nondetection*, *greater teleport* (self plus 50 pounds of objects only); 3/day—*greater dispel magic*, *touch of idiocy* (+26 melee touch), *unholy blight* (DC 19); 1/day—*feeblemind* (DC 20), *mind fog* (DC 20), *plane shift*, *weird* (DC 24). Caster level 20th.

Whispers of Loss (Su): A sorrowsworn demon preys on an enemy's feelings of loss, both real and projected. While engaged in combat, it whispers and hisses constantly, both aloud and in the minds of those creatures that can understand it.

A sorrowsworn demon can intensify these whispers, focusing them as a free action each round on one target within 60 feet that can understand it. Each round, it can change targets at will (this is also a free action, although the previous victim might suffer lasting effects from the whispers of loss, as described below). These intensified whispers of loss have different effects, depending on the sorrowsworn demon's whims and tactics.

Any creature that has succumbed to both a sorrowsworn demon's aura of loss and *mind reading* abilities takes an additional –2 penalty on any saves to resist the sorrowsworn demon's whispers.

Future Sorrow: A sorrowsworn demon whispers of the losses to come, and the futility of struggling against the inevitability of loss. The target creature is stunned for 2 rounds (Will DC 24 negates). This is a fear effect.

Great Emptiness: A sorrowsworn demon whispers of the great losses of history: genocides and other mass murders, great tragedies, and sacrifices that resulted in no greater good. The target creature becomes confused for 5 rounds (Will DC 24 negates).

Past Losses: A sorrowsworn demon describes the target creature's past losses, both real and imagined. The creature is dazed for 3 rounds as it contemplates all the losses of its life (Will DC 24 negates).

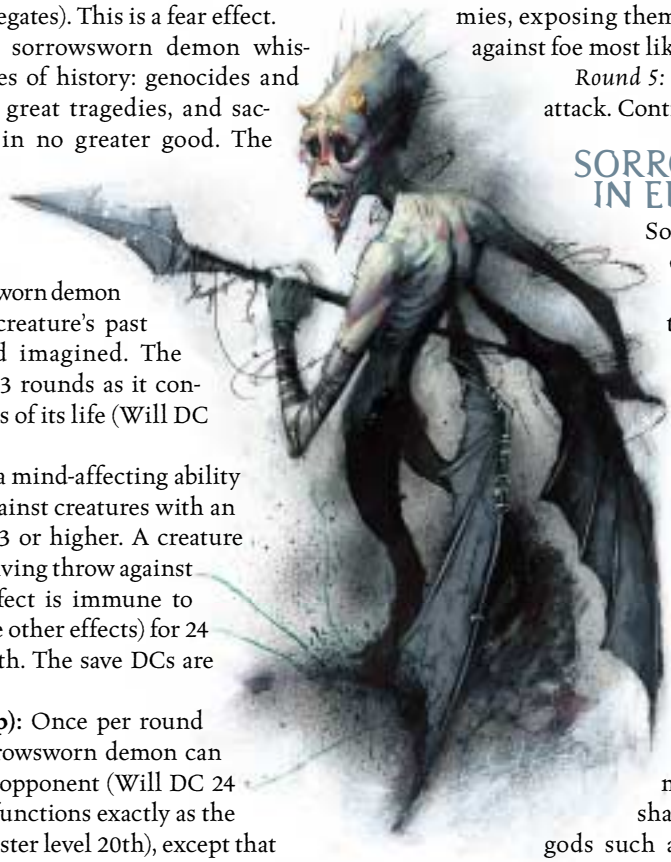
Whispers of loss is a mind-affecting ability and only functions against creatures with an Intelligence score of 3 or higher. A creature that succeeds on the saving throw against a whispers of loss effect is immune to that effect (but not the other effects) for 24 hours. Caster level 20th. The save DCs are Charisma-based.

Mind Reading (Sp): Once per round as a free action, a sorrowsworn demon can read the mind of one opponent (Will DC 24 negates). This ability functions exactly as the *detect thoughts* spell (caster level 20th), except that the effect is immediate. An opponent that fails this save and has also succumbed to the sorrowsworn demon's aura of loss is more likely to fall victim to its whispers of loss (see above).

A creature that succeeds on the saving throw is immune to that sorrowsworn demon's *mind reading* ability for the next 24 hours. The save DC is Charisma-based.

Strong Willed (Ex): Masters of manipulating minds, sorrowsworn demons are in turn especially resistant to similar abilities. They have a +4 racial bonus on saves against mind-affecting spells and abilities.

Telepathy (Su): Sorrowsworn demons can communicate telepathically with any creature within 100 feet that has a language.



Sorrowsworn demon

Skills: A sorrowsworn demon has a +8 racial bonus on Hide, Move Silently, and Survival checks.

TACTICS ROUND-BY-ROUND

A sorrowsworn demon begins an encounter hidden (using *invisibility* and *nondetection*), spying out its would-be opponents and using its *mind reading* and *detect magic* abilities to gauge their intentions and powers. Once it believes its aura of loss and other mind-affecting abilities can take a toll, it teleports into the midst of its enemies.

Round 1: Greater dispel magic on target with most magical auras (detected with its *detect magic* spell-like ability).

Round 2: Mind fog against foes to weaken Will saves.

Round 3: Feeblemind on spellcaster.

Round 4: Greater teleport to immediate vicinity of enemies, exposing them to aura of loss. Use whispers of loss against foe most likely to threaten it.

Round 5: Unleash *unholy blight* or make full attack. Continue with whispers of loss.

SORROWSWORN DEMONS IN EBERRON

Sorrowsworn demons feed on the despair that permeates lands torn asunder by the Last War. Nations that have suffered the greatest losses—Aundair, Thrane, Karrnath, Breland, and the Mournland (formerly Cyre)—make good homes for these demons. They are also drawn to cities such as Sharn, where large numbers of post-war refugees have gathered.

SORROWSWORN DEMONS IN FAERÛN

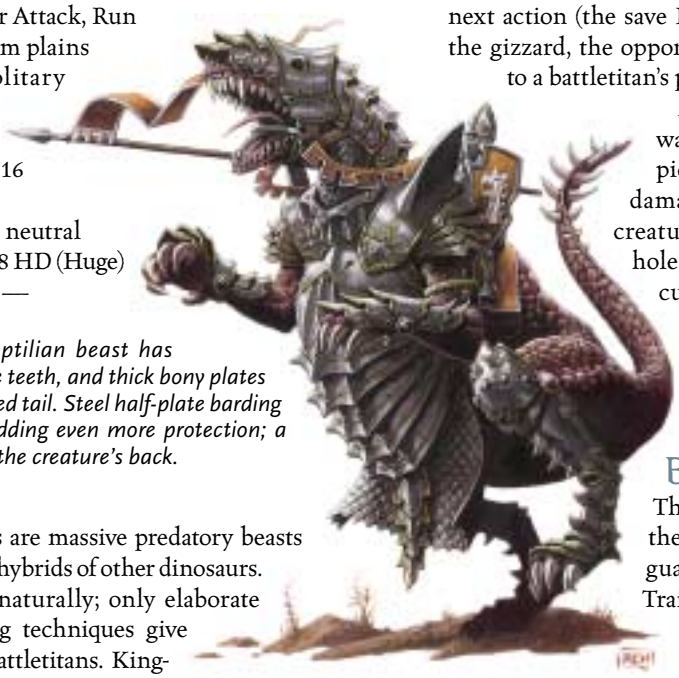
Faerûn has seen its share of wars, and sorrowsworn demons are drawn to places where the lingering pain of war is felt most strongly. They often lurk in shattered temples dedicated to dead gods such as Myrkul and Bhaal, feeding on the despair of forsaken clerics. They also hide among the masses, feeding on the anguish of Thayans, Rashemaar, Cormyrians, Sembians, and other people who lost loved ones to the Tuigan Horde and similar invaders.

Illus. by J. Wayshak

DINOSAUR, BATTLETITAN

Huge Animal
Hit Dice: 36d8+324 (486 hp)
Initiative: +4
Speed: 40 ft. in half-plate barding (8 squares); base speed 60 ft.
Armor Class: 35 (–2 size, +7 half-plate barding, +20 natural), touch 8, flat-footed 35
Base Attack/Grapple: +27/+51
Attack: Bite +41 melee (3d6+16)
Full Attack: Bite +41 melee (3d6+16) and 2 claws +39 melee (2d6+8) and tail spike +39 melee (2d6+8)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: Low-light vision, scent
Saves: Fort +29, Ref +22, Will +15
Abilities: Str 42, Dex 11, Con 29, Int 2, Wis 13, Cha 16
Skills: Jump +23, Listen +11, Spot +20
Feats: Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Cleave, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Improved Overrun, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Run
Environment: Warm plains
Organization: Solitary or battalion (4) (domesticated)
Challenge Rating: 16
Treasure: None
Alignment: Always neutral
Advancement: 37–48 HD (Huge)
Level Adjustment: —

This giant bipedal reptilian beast has powerful jaws, massive teeth, and thick bony plates along its back and spiked tail. Steel half-plate barding covers the creature, adding even more protection; a saddle can be seen on the creature's back.



Illus. by R. Horsley

Battletitan

Battletitan dinosaurs are massive predatory beasts meticulously bred as hybrids of other dinosaurs. They do not occur naturally; only elaborate nonmagical breeding techniques give rise to the mighty battletitans. Kingdoms that field the dinosaurs in their armies jealously guard the means of their creation, treating such information as a state secret. With the ferocity of the most dangerous carnivores and the defenses of the toughest armored herbivores, a battletitan is a terror to behold.

Battletitans are trained from birth to fight carrying a rider and wearing barding. None but the most skilled and trusted knights are allowed to guide a battletitan into combat, and trainers teach each dinosaur to accept only riders who know the proper signals. Armies can replace riders that are killed in battle simply by teaching the signals to a new rider (which is crucial, since the battletitans almost always outlive those who sit atop them).

An adult battletitan is 32 feet from nose to tail and stands 18 feet tall at the shoulder. It weighs more than 12 tons.

COMBAT

A battletitan is under the control of its handler in combat; the rider gives the creature commands as it would any other mount trained for war. Warriors mounted on battletitans prefer to overrun ranks of regular infantry on their way to seeking out enemy siege engines or other powerful battlefield monsters. A rider must make a Ride check to attack while riding a battletitan, and usually requires a reach weapon to attack foes.

Improved Grab (Ex): To use this ability, a battletitan must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A battletitan can try to swallow a grabbed opponent of up to two sizes smaller than itself by making a successful grapple check. The swallowed creature takes 2d8+12 points of bludgeoning damage and 12 points of acid damage per round from the dinosaur's gizzard. Swallowed creatures must also make a DC 37 Fortitude saving throw each round or be overcome with nausea until their next action (the save DC is Constitution-based). While in the gizzard, the opponent is still considered grappled due to a battletitan's powerful digestive muscles.

A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 30 points of damage to the gizzard (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge battletitan's gizzard can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine opponents.

TRAINING A BATTLETITAN

The techniques for training one of these powerful dinosaurs are as closely guarded as the means of breeding them. Training a young battletitan requires six months of work and a DC 28 Handle Animal check; battletitans cannot be domesticated if they reach adulthood without having been trained.

Battletitans are naturally sterile, and each specimen is the product of direct crossbreeding of other dinosaurs. As a result, a young battletitan that makes it to the open market commands whatever price the market can bear, which is often more than 100,000 gp. Any such sales are likely to attract the attention of the kingdom from which the creature was pilfered, of course.

Battletitan dinosaurs cannot be selected as animal companions, nor can they be summoned with *summon nature's ally* spells.

Carrying Capacity: A light load for a battletitan is up to 11,093 pounds; a medium load, 11,094–22,186 pounds; and a heavy load, 22,187–33,280 pounds.

DINOSAUR, BLOODSTRIKER

Large Animal
Hit Dice: 9d8+54 (94 hp)
Initiative: +0
Speed: 40 ft. (8 squares), burrow 20 ft.
Armor Class: 19 (–1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple: +6/+16
Attack: Bite +11 melee (1d8+9 plus 1d6 acid or Powerful Charge 1d8+9 plus 2d6 plus 1d6 acid)
Full Attack: Bite +11 melee (1d8+9 plus 1d6 acid)
Space/Reach: 10 ft./5 ft.
Special Attacks: Blood squirt
Special Qualities: Caustic blood, low-light vision, spiked skin
Saves: Fort +11, Ref +6, Will +3
Abilities: Str 22, Dex 11, Con 21, Int 2, Wis 10, Cha 9
Skills: Hide +2*, Listen +2, Spot +8
Feats: Alertness, Powerful Charge[B], Toughness (3)
Environment: Temperate deserts
Organization: Solitary, pair, or herd (5–8)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment: —

This quadruped is covered with a thick, spiked hide. Two large horns jut backward from its massive head.

Bloodstriker dinosaurs feed on vegetation and larger insects, often burrowing to hide from both predators and prey.

A bloodstriker is about 14 feet long and weighs about 3,000 pounds.

COMBAT

A bloodstriker epitomizes tough natural defenses. Thick, spiked plates cover its body, providing both excellent natural armor and protective spikes apt to damage any creature adventurous enough to attack it. Those that successfully attack are sprayed by the dinosaur's caustic blood, providing further dissuasion. In addition, the creature has an unusual attack whereby it squirts its acidic blood from its eyes. It usually uses the blood squirt as a defensive measure when confronted by persistent foes.

Blood Squirt (Ex): Every 1d4 rounds, a bloodstriker can project a 30-foot line of its acidic blood as a standard action. Anyone in the area takes 2d6 points of acid damage (Reflex DC 19 half). The save DC is Constitution based.

Caustic Blood (Ex): Any creature successfully striking a bloodstriker with a melee weapon or natural weapon takes 1d6 points of acid damage from the dinosaur's highly acidic blood. Weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Spiked Skin (Ex): A bloodstriker's thick skin bristles with defensive spikes. Any creature attacking a bloodstriker with a melee weapon or natural weapon takes 1d8+6 points of piercing and slashing damage from the dinosaur's barbs. Weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Skills: *Bloodstrikers gain a +4 racial bonus on Hide checks when they burrow underground to hide. They lurk just below the surface of the ground with only their eyes and the tops of their heads exposed.

BLOODSTRIKERS AS MOUNTS

In places where dinosaurs are used as mounts, bloodstrikers are greatly prized because of their defensive capabilities. Trainers and riders must exercise great personal care when working with these creatures, however, because their spiked hide and defensive abilities present additional challenges.

When attempting to teach a bloodstriker to take a rider or perform tasks, the trainer must decide whether to take extra precautions (increasing the

Fleshraker

Bloodstriker

Swindlespitter

Illus. by R. Garres

training time by 50%), or to work with it in the standard amount of time (taking a –4 circumstance penalty on all Handle Animal checks to teach, train, or rear).

Riding a bloodstriker is equally challenging. All ride checks are made with a –4 circumstance penalty. In addition, a rider requires a specially made exotic saddle. Someone foolish enough to attempt to ride the creature bareback or with a noncustomized saddle takes 1d8+6 points of piercing and slashing damage from its spiked skin upon mounting it or whenever a Ride check is required.

Carrying Capacity: A light load for a bloodstriker is up to 520 pounds; a medium load, 521–1,040 pounds; and a heavy load, 1,041–1,560 pounds.

BLOODSTRIKER ANIMAL COMPANIONS

Druids of 10th level or higher can select bloodstriker animal companions. Apply a –9 adjustment to the druid's level for purposes of determining the companion's characteristics and special abilities.

DINOSAUR, FLESHRAKER

Medium Animal
Hit Dice: 4d8+8 (26 hp)
Initiative: +4
Speed: 50 ft. (10 squares)
Armor Class: 20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple: +3/+6
Attack: Claw +6 melee (1d6+3 and poison)
Full Attack: 2 claws +6 melee (1d6+3 plus poison) and bite +1 melee (1d6+1) and tail +1 melee (1d6+1 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Leaping pounce, poison, rake 1d6+2
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +8, Will +3
Abilities: Str 17, Dex 19, Con 15, Int 2, Wis 14, Cha 12
Skills: Hide +12*, Jump +24
Feats: Improved Natural Attack (claw), Track
Environment: Temperate forests
Organization: Solitary or pack (3–10)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5–8 HD (Medium); 9–12 HD (Large)
Level Adjustment: —

Thin, wicked-looking spines bristle from this creature's back, sinuous tail, and muscled forelimbs, glistening with some clear liquid. Although it stands upright, you can tell the mottled green killer can run on all fours should it desire. A long, reptilian snout opens wide with a short bark to display a set of deadly, sharp teeth, and each of its four limbs sprouts a pair of 6-inch-long hooked claws.

A cousin of the velociraptor, the fleshraker is a clever predator that lurks in areas of heavy undergrowth and dense forest. Fleshrakers usually hunt in packs, preying upon unsuspecting creatures that pass by. They prefer to attack lone targets, but if they're hungry enough, or if they outnumber a small group, fleshrakers are just as likely to attack.

When food becomes scarce, fleshrakers have been known to grow bolder in their hunts. They find a deserted stretch of road traveled by the occasional caravan and attempt to pick off straggling pack mules or even lightly guarded wagons. Those who have encountered fleshraker packs and survived swear the creatures set up ambushes and coordinate their attacks.

Some wild tribes of forest dwellers have been known to domesticate fleshrakers to serve as guards. Their natural ability to blend in with their surroundings, combined with their innate tactical sense, makes them especially deadly in this capacity. Rumors also abound of some fleshrakers being used as mounts, although the creature's spines would certainly require the use of a specially constructed saddle to ride it comfortably.

An average fleshraker stands 7 feet tall and weighs about 300 pounds.

COMBAT

A fleshraker prefers to begin each combat with a leaping pounce attack. A fleshraker tries to land on its target, pinning it to the ground so that it can savagely rip its prey apart as quickly as possible. If a target cannot be slain in a single leaping pounce attack, a fleshraker is likely to flee and let its debilitating poison have a chance to work, returning later when the prey is weakened.

A fleshraker cannot use its tail attack against an opponent it bites in the same round.

Leaping Pounce (Ex): When a fleshraker charges, it leaps high into the air above its prey, attempting to knock it to the ground. This ability functions much like the pounce special attack. However, a fleshraker's incredible jumping ability makes its leaping pounce particularly deadly.

When a fleshraker charges a foe, it can make a full attack, including one rake attack. If a fleshraker successfully hits and damages a target of its size or smaller that it pounces on during a charge, it can make a free trip attack without provoking attacks of opportunity. If the fleshraker wins the opposed trip check, it can make an immediate grapple check. If it succeeds, the opponent is considered grappled and pinned on the ground beneath the fleshraker. On each subsequent round, the fleshraker can deal automatic claw and rake damage with a successful grapple check against a pinned opponent.

If a fleshraker fails the opposed trip check, it cannot be tripped in return. If it successfully trips its opponent but fails the subsequent grapple check, the opponent is still prone in the fleshraker's square, but it is not grappled or pinned.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 1d6 Dex. The save DC is Constitution-based.

Rake (Ex): Attack bonus +2 melee, damage 1d6+2.

Skills: Fleshrakers have a +8 racial bonus on Hide checks and a +6 racial bonus on Jump checks. *The Hide bonus increases to +10 in forested areas.

FLESHRAKER ANIMAL COMPANIONS

Druids of 4th level or higher can select a fleshraker dinosaur as an animal companion. Apply a –3 adjustment to the druid's level for purposes of determining the companion's characteristics and special abilities.

DINOSAUR, SWINDLESPITTER

Small Animal
Hit Dice: 2d8+2 (11 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 18 (+1 size, +5 Dex, +2 natural), touch 16, flat-footed 13
Base Attack/Grapple: +1/–4
Attack: Beak +7 melee (1d4–1)
Full Attack: Beak +7 melee (1d4–1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison spray
Special Qualities: Darkvision 60 ft., low-light vision, scent, uncanny dodge
Saves: Fort +4, Ref +8, Will +3
Abilities: Str 9, Dex 21, Con 13, Int 2, Wis 16, Cha 14
Skills: Hide +9*, Listen +5, Move Silently +5*, Sleight of Hand +10, Spot +5
Feats: Mobility[B], Run, Weapon Finesse[B]
Environment: Warm forests
Organization: Solitary or pack (4–16)
Challenge Rating: 1
Treasure: Standard
Alignment: Always neutral
Advancement: 3–6 HD (Small); 7–9 HD (Medium)
Level Adjustment: —

This bipedal reptilian creature has a lithe body and a whiplike tail. Smaller than a halfling, it has a pair of dexterous grasping hands, a sharp beak, and large pure black eyes.

Not all dinosaurs are massive brawlers that shake the ground as they pass. The swindlespitter relies on its small size and natural agility to survive literally beneath the notice of its larger cousins. They can be found in any land where other dinosaurs live and are a nuisance to just about every creature they encounter.

Swindlespitters are natural thieves, devouring eggs they steal from the nests of other breeds. However, they are easily confused by manufactured objects, mistaking them for oddly shaped eggs. Travelers should be wary of their tendency to sneak into settlements or camps and swipe backpacks, spellbooks, and other objects of similar size. They carry such items into the jungle a fair distance before trying to rip them open to get at the gooey yolk they imagine is within. Many adventurers find their possessions shredded by the time they are able retrieve them from a very perplexed swindlespitter.

In lands where humanoids and dinosaurs live side-by-side, swindlespitters are treated as an unfortunate necessity. While the creatures walk off with unsecured objects regularly, those wise in the ways of natural cycles realize the importance of the lowly swindlespitter. By devouring the eggs of larger dinosaurs, they keep those creatures from reproducing in greater numbers than the land can support. In some cultures, the swindlespitter is even considered a symbol of balance and harmony with nature. Anyone discovered harming one of the little dinosaurs in such a society quickly finds themselves on the wrong end of a very sticky cultural misunderstanding.

A swindlespitter stands less than 3 feet tall and weighs about 30 pounds.

COMBAT

A swindlespitter has no interest in fighting other creatures; it relies solely on stealth to acquire its meals. It flees if discovered, either finding a hiding spot or simply running as fast as it can with its ill-gotten gains. If it is cornered, it attempts to blind its pursuers with its poison and dart away. Only as a last resort does a swindlespitter attack with its sharp beak. In large groups, they are slightly more daring, sometimes descending on a nest or camp and carrying off anything not tied down.

Poison Spray (Ex): When threatened, a swindlespitter sprays a corrosive poison in a 15-foot cone from its mouth. Contact; Fort DC 12; initial damage blindness for 2d4 minutes; secondary damage 1d4 Con. The swindlespitter can spray this poison once every 1d4 rounds. Swindlespitters flee from blinded opponents if possible. The save DC is Constitution-based.

Uncanny Dodge (Ex): A swindlespitter is adapted to getting out of the way of larger dinosaurs. It has the ability to react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker.

Skills: A swindlespitter has a +2 racial bonus on Spot checks and Listen checks. *It gains a +2 racial bonus on Hide checks and Move Silently skills when in forested terrain.

SWINDLESPITTER ANIMAL COMPANIONS

A 1st-level druid can select a swindlespitter dinosaur as an animal companion.

DINOSAURS IN EBERRON

The world of Eberron never endured an Ice Age, and consequently dinosaurs remain vital constituents of the planet's ecology. On civilized continents such as Khorvaire and Sarlona, dinosaurs of Large size or smaller are used as herd animals or mounts, while larger dinosaurs survive only in remote areas or in captivity. Dinosaurs of all sizes roam free on the untamed continent of Xen'drik, while on Argonnessen they provide a ready food supply for dragons or serve as mounts for dragon-worshiping barbarian tribes.

DRACOTAUR

This large creature has the upper torso of a muscular reptilian humanoid, a spear held tightly in its clawed hands. Its eyes are black and its sharp teeth glisten. Its lower torso resembles the body of a wingless dragon with large, clawed feet and a spiked tail that flails from side to side.

Dracotaurs are sly, merciless predators incapable of showing compassion and expecting none in return. Hard scales that vary in color from green to brown cover a dracotaur from head to tail. Males have ornate cresting on their heads, throats, and chests ranging from bright red to deep purple. A dracotaur's 4-foot-long tail, although used primarily for balance, ends in wicked spikes that can be brought to bear in battle.

Dracotaurs excrete body oil that helps keep their scales and leather armor supple. They typically wield sharp spears.

An adult dracotaur stands 7 feet tall and measures 10 feet long, weighing about 2,000 pounds.

Dracotaurs speak Draconic.

Dracotaur

Illus. by S. Prescott

COMBAT

Dracotaurs overwhelm their foes quickly using ambushes and flanking tactics. Cold, calculating creatures, dracotaurs usually announce their presence by spitting gouts of fire at their foes and then charge forward with their spears. In the unfolding conflict, a dracotaur relies on its brute strength and multiple attacks to win the day.

Spit Fire (Su): A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemist's fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemist's fire, a dracotaur's spittle does not continue to burn.

Skills: Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

DRACOTAUR RAGER

The most feared warriors in a dracotaur tribe are often barbarians who use their brute strength and ferocity to claim power.

The dracotaur rager presented here had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

DRACOTAUR SOCIETY

Dracotaurs gather in small, nomadic tribes. Dracotaurs respect power above all, and they measure power in terms of raw strength and arcane magical ability. Their leaders are usually mighty warriors, sorcerers, or both.

Although dracotaur tribes occasionally fight over land, rival tribes quickly band together when faced with a common outside threat. Dracotaurs will also ally with other reptilian creatures, including lizardfolk and nagas. Although they are not devout creatures, dracotaurs see true dragons as powerful embodiments of the ancient gods and will give their lives in the service of such creatures. Much of the race's arcane knowledge comes from the ancient teachings of the true dragons.

Dracotaurs rarely stay in any one place long enough to warrant the building of permanent settlements. However, tribes will often lay claim to ancient ruins and use them as sanctuaries, training grounds, or neutral meeting places.

Dracotaurs and centaurs despise one another, and many a dracotaur warrior dreams of devouring the flesh of a fallen centaur foe.

Combat

Dracotaur barbarians enter a rage immediately upon joining a combat.

Rage (Ex): Twice per day, this dracotaur rager can enter a state of fierce rage that lasts 10 rounds. The following changes are in effect as long as he rages: AC 18 (touch 9, flat-footed 18); hp increase by 14; Atk +15 melee (2d6+9/×3, battleaxe); Full Atk +13/+8 melee (2d6+9/×3, battleaxe) and +13 (1d8+4×3, handaxe) and +8 melee (1d8+4, bite) and +8 melee (1d8+13, tail slap); SV Fort +14, Will +9; Str 28, Con 24. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

Trap Sense (Ex): A dracotaur rager has an intuitive sense that alerts it to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): A dracotaur rager can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

DRACOTAURS AS CHARACTERS

When they are not hunting or defending their territory, many dracotaurs pursue the study of sorcery. Dracotaur barbarians, fighters, and rangers are also common. Dracotaur clerics (which are rare) worship Tiamat and can choose from the Destruction, Evil, and Trickery domains.

Dracotaur characters possess the following racial traits:

	Dracotaur Large Dragon	Dracotaur Rager, 4th-Level Barbarian Large Dragon
Hit Dice:	3d12+9 (28 hp)	3d12+15 plus 4d12+20 (80 hp)
Initiative:	+1	+2
Speed:	50 ft. (10 squares)	60 ft. (12 squares)
Armor Class:	17 (–1 size, +1 Dex, +5 natural, +2 leather armor), touch 10, flat-footed 16	20 (–1 size, +2 Dex, +5 natural, +4 masterwork chain shirt), touch 11, flat-footed 20
Base Attack/Grapple:	+3/+11	+7/+18
Attack:	Spear +6 melee (2d6+6/×3)	Battleaxe +13 melee (2d6+7/×3)
Full Attack:	Spear +6 melee (2d6+6/×3) and bite +1 melee (1d8+2) and tail slap +1 melee (1d8+6)	Battleaxe +11/+6 melee (2d6+7/×3) and handaxe +11 (1d8+3/×3) and bite +6 melee (1d8+3) and tail slap +6 melee (1d8+10)
Space/Reach:	10 ft. /5 ft.	10 ft. /5 ft.
Special Attacks:	Spit fire	Rage, spit fire
Special Qualities:	Darkvision 60 ft., immunity to magic sleep effects and paralysis, low-light vision	Darkvision 60 ft., fast movement, immunity to magic sleep effects and paralysis, low-light vision, trap sense +1, uncanny dodge
Saves:	Fort +6, Ref +4, Will +5	Fort +12, Ref +6, Will +7
Abilities:	Str 18, Dex 12, Con 16, Int 13, Wis 11, Cha 13	Str 24, Dex 15, Con 20, Int 10, Wis 12, Cha 12
Skills:	Balance +5, Intimidate +7, Jump +16, Knowledge (arcana) +4, Listen +6, Sense Motive +6, Spellcraft +4, Spot +6, Survival +6, Swim +8, Use Magic Device +7	Balance +5, Intimidate +11, Jump +28, Knowledge (arcana) +6, Listen +10, Sense Motive +7, Spellcraft +6, Spot +7, Survival +10, Swim +9, Use Magic Device +7
Feats:	Armor Proficiency (light), Iron Will	Iron Will, Power Attack, Two-Weapon Fighting
Environment:	Temperate marshes	Temperate marshes
Organization:	Gang (2–3), band (6–10 plus 50% noncombatants plus 1 rager of 3rd–6th level), or tribe (30–60 plus 50% noncombatants plus 2 ragers of 3rd–6th level and 1 leader of 4th–10th level)	Gang (2–3), band (1 plus 6–10 dracotaurs plus 50% noncombatants), or tribe (2 plus 50% noncombatants plus 30–60 dracotaurs and 1 leader of 4th–10th level)
Challenge Rating:	3	7
Treasure:	Standard	Standard
Alignment:	Usually neutral evil	Usually chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+5	+5

— +8 Strength, +2 Dexterity, +4 Constitution, +2 Intelligence, +2 Charisma.

—Large size: –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

—Space/Reach: 10 feet/5 feet.

—A dracotaur's base land speed is 50 feet.

—Darkvision out to 60 feet, low-light vision.

—Racial Hit Dice: A dracotaur begins with three levels of dragon, which provide 3d12 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.

—Racial Skills: A dracotaur's dragon levels give it skill points equal to 6 × (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

—Racial Feats: A dracotaur's Hit Dice give it two feats.

—Weapon and Armor Proficiency: Proficient with natural weapons and with all simple weapons. Proficient with light armor.

— +5 natural armor bonus.

—Natural Weapons: Bite (1d8) and tail slap (1d8).

—Special Attacks (see above): Spit fire.

—Special Qualities (see above): Immunity to magic sleep effects and paralysis.

—Automatic Languages: Draconic. Bonus Languages: Any.

—Favored Class: Sorcerer.

—Level adjustment +5.

DRAGON EEL

Large Dragon (Aquatic)
Hit Dice: 14d12+70 (161 hp)
Initiative: +4
Speed: 20 feet (4 squares), swim 60 ft.
Armor Class: 27 (–1 size, +18 natural), touch 9, flat-footed 27
Base Attack/Grapple: +14/+26
Attack: Bite +21 melee (4d8+12 or Powerful Charge 4d8+12 plus 2d6)
Full Attack: Bite +21 melee (4d8+12)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: Blindsense 30 ft., damage reduction 5/adamantine, darkvision 60 ft., immunity to magic sleep effects and paralysis, low-light vision, keen scent
Saves: Fort +14, Ref +9, Will +10
Abilities: Str 26, Dex 11, Con 21, Int 8, Wis 12, Cha 13
Skills: Bluff +18, Hide +13, Listen +18, Sense Motive +18, Spot +18, Swim +16
Feats: Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Powerful Charge[B]
Environment: Temperate aquatic
Organization: Solitary or pair
Challenge Rating: 11
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 15–28 HD (Large); 29–42 HD (Huge)
Level Adjustment: —

Illus. by A. Rex

Silvery scales glisten on the muscular flanks of this long, narrow, creature. A powerful, jagged beak snaps beneath frighteningly intelligent eyes. Pairs of small fins tipped with hooks march down its belly, while a frilled fin runs the full length of its back.

The only redeeming quality of the terrible dragon eel is that it can't stand to be near another dragon eel except when mating or raising young. One dragon eel can easily put a hole in the side of a sailing vessel, devouring the crew at its leisure after the vessel sinks. In groups they could destroy entire navies. Captains have been known to negotiate with dragon eels for safe passage of their ships, but dragon eels are reputed to be great liars and some crews who thought they were safe have vanished without a trace.

A dragon eel is usually about 20 feet long and weighs about 1,000 pounds.

Dragon eel

Dragon eels speak Aquan and Draconic, and particularly intelligent individuals speak Sahuagin and Common.

COMBAT

A dragon eel prefers to attack ships by charging them, ramming holes in their sides beneath the waterline in an attempt to sink them. If an opponent is too large to swallow, a dragon eel attempts to grapple and then submerge with its foe, drowning it.

Improved Grab (Ex): To use this ability, a dragon eel must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round (see below).

Swallow Whole (Ex): A dragon eel can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside, the opponent takes 1d8+8 points of crushing damage plus 8 points of acid damage per round from the dragon eel's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large dragon eel's interior can hold 2 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine opponents.

Blindsense (Ex): A dragon eel can locate creatures underwater within 30 feet by nonvisual means. Opponents the dragon eel can't actually see still have total concealment against the dragon eel. This ability works only when the dragon eel is underwater.

Keen Scent (Ex): A dragon eel can notice creatures by scent within 180 feet, and detect blood in the water up to a mile away.

Skills: A dragon eel has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

DRAGON EELS IN EBERRON

Dragon eels live in the oceans of Eberron and prey on dragon turtles and sailing vessels. They are most common among the islands north of Xen'drik, where the sahuagin dwell. The relationship between dragon eels and sahuagin is unclear. The sahuagin speak of their alliances with the creatures, but the dragon eels clearly consider the sahuagin to be servants, if not slaves, and guardians of their hoards

DREAD BLOSSOM SWARM

Tiny Plant (Extraplanar, Swarm)
Hit Dice: 7d8+14 (45 hp)
Initiative: +3
Speed: Fly 60 ft. (good) (12 squares)
Armor Class: 16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13
Base Attack/Grapple: +5/—
Attack: Swarm (2d6)
Full Attack: Swarm (2d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Blood drain, distraction, poison pollen
Special Qualities: Half damage from slashing and piercing, low-light vision, plant traits, regeneration 5, swarm traits
Saves: Fort +7, Ref +7, Will +2
Abilities: Str 2, Dex 17, Con 14, Int —, Wis 10, Cha 3
Skills: Hide +11*, Listen +2, Spot +2
Feats: Alertness[B], Ability Focus (poison pollen)[B], Lightning Reflexes[B]
Environment: Wilderness of the Beastlands
Organization: Solitary, pair (2–4), or colony (5–8)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Ahead of you lies a beautiful bed of hundreds of large red flowers speckled with gold and black. Their sweet perfume isn't quite strong enough to disguise the sent of rotting flesh, and looking closer, you notice the flowers seem planted in dead bodies. Suddenly, all the flowers shudder as if in a strong breeze and lift into the air. They fly up like a flock of sparrows coming aloft and swoop around toward you with flowers pointed away and wicked thorns aimed in your direction.

Dread blossom swarm

Dread blossoms are blood-drinking plants from the Wilderness of the Beastlands transplanted to the Material Plane by foolish elves who mistook their nature.

An individual dread blossom looks like a foot-long crimson flower, speckled with gold and black pollen, that ends in a 6-inch-long hollow thorn surrounded at its base by a frill of inch-long roots. Few creatures can examine a dread blossom in such detail, as a dread blossom swarm at rest is usually firmly planted in the bodies of its last victims.

In flight, a dread blossom swarm resembles a flock of birds wheeling swiftly through the air. Each blossom flies thorn forward, fluttering two petals as rapidly as a hummingbird flaps its wings.

Creatures of the Beastlands know not to disturb beds of dread blossoms, but inhabitants of the Material Plane are often curious about the dead creatures where the plants have taken root.

COMBAT

A dread blossom swarm swoops in to surround a creature and attacks. It uses no tactics except to move over creatures paralyzed by its pollen. It avoids areas of intense cold or heat but otherwise attacks until it or its target is killed.

Blood Drain (Ex): In addition to swarm damage, a dread blossom swarm deals 1d6 points of Constitution damage to any paralyzed or otherwise immobilized living creature whose space it occupies at the end of its turn.

Distraction (Ex): Any living creature vulnerable to a dread blossom swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Poison Pollen (Ex): A dread blossom swarm constantly exudes an airborne contact poison in a 15-foot radius. Creatures within the area or within the swarm must succeed on a DC 17 Fortitude save or be paralyzed for 1 round. Secondary damage is paralysis for 1 minute. The save DC is Constitution-based.

Regeneration (Ex): Fire and cold deal normal damage to a dread blossom swarm.

Skills: *A dread blossom swarm gains a +10 racial bonus on Hide checks in forested areas.

DREAD BLOSSOM SWARMS IN EBERRON

Dread blossoms are native to the plane of Lamannia, the Twilight Forest. They gather in the jungles of Aerenal. Millennia ago, elf sorcerers living on Xen'drik brought the first dread blossoms to Eberron to plague their giant masters. Dread blossom swarms continue to ravage the inhabitants of the jungles of Xen'drik and Aerenal. The elves of Aerenal have been accused of deliberately transplanting and unleashing dread blossom swarms upon their enemies, most recently the orc tribes of the Shadow Marches.

Illus. by F. Irving

DROWNED

Medium Undead
Hit Dice: 20d12+20 (150 hp)
Initiative: +5
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple: +10/+17
Attack: Slam +12 melee (1d8+12)*
Full Attack: 2 Slams +12 melee (1d8+12)*
Space/Reach: 5 ft./5 ft.
Special Attacks: Drowning aura
Special Qualities: Darkvision 60 ft., fast healing 5, undead traits, unholy toughness
Saves: Fort +6, Ref +9, Will +12
Abilities: Str 25, Dex 13, Con —, Int 9, Wis 10, Cha 12
Skills: Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18
Feats: Alertness, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack
Environment: Any
Organization: Solitary or pair
Challenge Rating: 8
Treasure: None
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: —
*Includes adjustments for Power Attack feat.

This animated corpse is sopping wet, as if it just crawled from the water. The air around it is thick and cloying, exuding the essences of the corpse's watery grave.

The drowned lost their lives in the watery deep. The evidence of their gasping death always saturates their clothing and flesh, and fills the air around them.

Many drowned came to their current circumstances when their ships went down at sea with all hands. Others, more ancient, first arose when their island homes sank beneath the waves ages ago, drowning all.

A drowned stands between 5-1/2 and 6-1/2 feet tall and weighs between 120 and 210 pounds.

The drowned speak Common and Abyssal.

Drowned

Illus. by W. Reynolds

COMBAT

A drowned slams its foes with sodden limbs, but more worrisome is its terrible drowning aura.

A drowned normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls.

Drowning Aura (Su): A drowned gives off a 30-foot-radius emanation of suffocating drowning, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 feet of a drowned are treated as if beneath water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Normally, a creature can hold its breath for a number of rounds equal to twice its Constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it makes a DC 10 Constitution check every round. Each round, the DC increases by 1. When the character finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hit points). In the following round, it drops to –1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy Toughness (Ex): A drowned gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

Skills: A drowned has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

DROWNED IN EBERRON

Zarash Bay holds one of Khorvaire's largest ship graveyards, and the drowned occasionally rise from the depths to trouble the citizens of Zarash'ak, the City of Stilts, to the north. The drowned are also known to haunt Lantern Keep, a ruined stronghold in the fetid swamp west of the bay. Ships lost in the Straits of Shargon and Kraken Bay have also led to troubling encounters with drowned in southern Breland and Darguun. The frontier city of Stormreach on the northern tip of Xen'drik has also faced the hungry wrath of a drowned crew.

DUST WIGHT

Medium Undead (Earth)
Hit Dice: 16d12 plus 16 (120 hp)
Initiative: –1
Speed: 20 ft. (4 squares)
Armor Class: 20 (–1 Dex, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple: +8/+13
Attack: Slam +10 melee (2d6+8/19–20)*
Full Attack: 2 slams +10 melee (2d6+8/19–20)*
Space/Reach: 5 ft./5 ft.
Special Attacks: Crumbling touch, petrifying cloud
Special Qualities: Damage reduction 5/adamantine, darkvision 60 ft., elemental turning vulnerability, undead traits
Saves: Fort +7, Ref +4, Will +10
Abilities: Str 21, Dex 8, Con —, Int 8, Wis 11, Cha 11
Skills: Hide +11, Listen +11, Move Silently +11, Search +10, Spot +11
Feats: Great Fortitude, Improved Critical (slam), Improved Natural Weapon (slam), Improved Sunder, Improved Toughness, Power Attack
Environment: Any
Organization: Solitary or gang (2–5)
Challenge Rating: 7
Treasure: None
Alignment: Always chaotic evil
Advancement: 9–12 HD (Medium); 13–18 HD (Large); 19–24 HD (Huge)
Level Adjustment: —
*Includes adjustments for Power Attack feat.

This haggard humanoid creature stands in a small cloud of dust. Its stonelike features seem eroded and crumbling, like an ancient statue battered by the elements.

Dust wights are hateful creatures formed by a conjunction of elemental earth and negative energy. They seek to tear down and destroy all creations of stone and metal, and if they have to kill living creatures to do that, so much the better.

A dust wight looks like a gaunt, human-sized earth elemental with forever-crumbling features. Despite its worn appearance, it weighs about 400 pounds.

Dust wights speak Terran.

COMBAT

A dust wight enters combat with its stonelike fists flying, seeking to affect as many foes as possible with its petrifying cloud. If it petrifies a foe, it turns its attacks on that target, battering the stony victim into rubble.

A dust wight normally attacks using its Power Attack feat, taking a –3 penalty on its attack rolls and gaining a +3 bonus on damage rolls.

Crumbling Touch (Su): A dust wight's slam attack, in addition to dealing damage, weakens objects crafted of metal or stone. Each time a creature is struck by a slam attack from a dust wight, any metal or stone armor worn by the target takes 2d8+10 points of damage (Fortitude DC 23 half). If this attack destroys the armor, the dust wight gains 5 temporary hit points (which last for a maximum of 1 hour). The save DC is Strength-based.

Dust wight

Illus. by M. Tedin

The dust wight's slam attack deals double normal damage against creatures or objects crafted of metal or stone, such as a shield guardian or stone golem.

Petrifying Cloud (Su): A dust wight is surrounded by a cloud of dusty particles. Any living creature that comes within 5 feet of a dust wight must succeed on a DC 18 Fortitude save or become petrified one round later. During the intervening round, the petrification can be halted by *stone shape* or *move earth*. A creature who saves successfully against the petrifying cloud can't be affected again by that dust wight's petrifying cloud for 24 hours. The save DC is Charisma-based.

Elemental Turning Vulnerability (Ex): A character who can turn undead and also turn earth creatures gains a +2 bonus on turning checks to turn a dust wight. A character who can rebuke undead and also rebuke earth creatures gains a +2 bonus on turning checks to rebuke a dust wight.

ELEMENTAL, STORM

A dark storm cloud crackles with lightning and reverberates with the dull rumble of thunder.

The elemental incarnation of a living storm, a storm elemental displays the same sudden, violent nature as a tempest. It seldom leaves its home plane unless summoned or called, but when it does it is capable of great destruction.

When not on the Elemental Plane of Air, storm elementals seek out natural squalls and are happiest in the midst of a raging thunderstorm.

Storm elementals speak Auran but rarely choose to do so. A storm elemental's voice sounds like distant thunder.

COMBAT

Storm elementals are very hearty, yet they prefer to fight on wild, broken terrain where they can avoid obstacles by flying. They stay airborne when possible, remaining out of the reach of enemies. Their thunder and lightning special ability gives them a ranged attack that most other elementals lack.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a storm elemental.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals nonlethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Illus. by D. Bircham

Storm elemental

Size	Height	Weight	Fortitude DC	Damage
Small	4 ft.	4 lb.	12	1d4
Medium	8 ft.	8 lb.	14	2d4
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Elder	36 ft.	40 lb.	26	10d4
Greater	40 ft.	48 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals sonic damage (see chart) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage.

The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage.

The save DCs are Constitution-based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Elder	26	10d6	21d6
Greater	28	12d6	24d6

Electrical and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental can't heal hit points by attacking itself.

STORM ELEMENTALS IN EBERRON

In the Eberron campaign setting, storm elementals ravage the plane of Kythri, where chaos holds sway. Storm elementals find their way to Eberron whenever Kythri and the Material Plane are coterminous. The gnomes of Zilargo and the drow of Xen'drik occasionally use bound storm elementals to power vehicles and magic items, a tricky endeavor given the elementals' temperamental dispositions. On 15 Lharvion 997 YK in the city of Trolanport, a failed attempt to bind a storm elemental to a House Lyrandar skyship resulted in the deaths of four gnomish magewrights and caused irreparable damage to the ship.

SUMMONING STORM ELEMENTALS

Storm elementals can be added to the list of creatures that can be summoned using summon monster and summon nature's ally spells, as shown below.

Elemental	Spell Lists
Small	*Summon monster IV, summon nature's ally III*
Medium	*Summon monster VI, summon nature's ally V*
Large	*Summon monster VII, summon nature's ally VI*
Huge	*Summon monster VIII, summon nature's ally VII*
Greater	*Summon monster IX, summon nature's ally VIII*

	Storm Elemental, Small Small Elemental (Air, Extraplanar)	Storm Elemental, Medium Medium Elemental (Air, Extraplanar)	Storm Elemental, Large Large Elemental (Air, Extraplanar)
Hit Dice:	2d8+2 (11 hp)	4d8+8 (26 hp)	8d8+32 (68 hp)
Initiative:	+2	+5	+4
Speed:	20 ft. (4 squares), fly 40 ft. (perfect)	30 ft. (6 squares), fly 60 ft. (perfect)	40 ft. (8 squares), fly 80 ft. (perfect)
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12	15 (+1 Dex, +4 natural), touch 11, flat-footed 14	16 (–1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+1/–3	+3/+5	+6/+16
Attack:	Slam +4 melee (1d4 plus 1d4 electricity)	Slam +5 melee (1d6+2 plus 1d6 electricity)	Slam +11 melee (1d8+6 plus 1d8 electricity)
Full Attack:	Slam +4 melee (1d4 plus 1d4 electricity)	Slam +5 melee (1d6+2 plus 1d6 electricity)	2 slams +11 melee (1d8+6 plus 1d8 electricity)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Shock, thunder and lightning	Shock, thunder and lightning	Shock, thunder and lightning
Special Qualities:	Air mastery, darkvision 60 ft., electrical and sonic healing, elemental traits	Air mastery, darkvision 60 ft., electrical and sonic healing, elemental traits	Air mastery, damage reduction 5/–, darkvision 60 ft., electrical and sonic healing, elemental traits
Saves:	Fort +1, Ref +5, Will +0	Fort +3, Ref +5, Will +1	Fort +6, Ref +6, Will +2
Abilities:	Str 10, Dex 15, Con 12, Int 4, Wis 11, Cha 11	Str 14, Dex 13, Con 14, Int 4, Wis 11, Cha 11	Str 22, Dex 11, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +4, Spot +5	Listen +5, Spot +6	Listen +7, Spot +8
Feats:	Alertness, Weapon Finesse[B]	Alertness, Improved Initiative	Alertness, Blind-Fight, Improved Initiative
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	2	4	6
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

	Storm Elemental, Huge Huge Elemental (Air, Extraplanar)	Storm Elemental, Greater Huge Elemental (Air, Extraplanar)	Storm Elemental, Elder Huge Elemental (Air, Extraplanar)
Hit Dice:	16d8+96 (168 hp)	21d8+126 (220 hp)	24d8+144 (252 hp)
Initiative:	+3	+4	+5
Speed:	50 ft. (10 squares), fly 100 ft. (perfect)	50 ft. (10 squares), fly 100 ft. (perfect)	50 ft. (10 squares), fly 100 ft. (perfect)
Armor Class:	17 (–2 size, –1 Dex, +10 natural), touch 7, flat-footed 17	22 (–2 size, +14 natural), touch 8, flat-footed 22	24 (–2 size, +1 Dex, +15 natural), touch 9, flat-footed 23
Base Attack /Grapple:	+12/+30	+15/+34	+18/+37
Attack:	Slam +20 melee (2d6+10 plus 2d6 electricity)	Slam +24 melee (3d6+11 plus 2d6 electricity)	Slam +27 melee (3d6+11/19–20 plus 2d6 electricity)
Full Attack:	2 slams +20 melee (2d6+10 plus 2d6 electricity)	2 slams +24 melee (3d6+11 plus 2d6 electricity)	2 slams +27 melee (3d6+11/19–20 plus 2d6 electricity)
Space/Reach:	15 ft./15 ft..	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Shock, thunder and lightning	Shock, thunder and lightning	Shock, thunder and lightning
Special Qualities:	Air mastery, damage reduction 5/–, darkvision 60 ft., electrical and sonic healing, elemental traits	Air mastery, damage reduction 10/–, darkvision 60 ft., electrical and sonic healing, elemental traits	Air mastery, damage reduction 10/–, darkvision 60 ft., electrical and sonic healing, elemental traits
Saves:	Fort +11, Ref +11, Will +5	Fort +13, Ref +14, Will +7	Fort +14, Ref +17, Will +8
Abilities:	Str 30, Dex 9, Con 22, Int 6, Wis 11, Cha 11	Str 32, Dex 11, Con 22, Int 8, Wis 11, Cha 11	Str 32, Dex 13, Con 22, Int 10, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness, Blind-Fight, Cleave, Improved Initiative, Lightning Reflexes, Power Attack	Alertness, Blind-Fight, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack	Alertness, Blind-Fight, Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	8	10	12
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

EPHEMERAL SWARM

Tiny Undead (Incorporeal, Swarm)
Hit Dice: 12d12 plus 12 (90 hp)
Initiative: +4
Speed: Fly 30 ft. (good) (6 squares)
Armor Class: 20 (+2 size, +4 Dex, +4 deflection), touch 20, flat-footed 16
Base Attack/Grapple: +6/—
Attack: Swarm (1d6 Str)
Full Attack: Swarm (1d6 Str)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, Strength damage
Special Qualities: Darkvision 60 ft., half damage from slashing and piercing, incorporeal traits, swarm traits, undead traits
Saves: Fort +4, Ref +8, Will +8
Abilities: Str —, Dex 18, Con —, Int 2, Wis 11, Cha 18
Skills: Listen +9, Spot +10
Feats: Alertness, Toughness (4)
Environment: Ethereal Plane
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Usually chaotic evil
Advancement: —
Level Adjustment: —

A ghostly swarm of rats floats silently and eerily along the ground, creeping closer.

Illus. by R. Garres

Ephemeral swarm

Ephemeral swarms are the ghostly collections of many little creatures that suffered a common death. Just as when a spirit of a particular creature lingers on as a ghost, when many small creatures die a violent death, they may linger on as a vengeful ephemeral swarm. The undead swarm is composed of the psychic agony and anguish of the newly departed.

The physical appearance of the creatures in the swarm corresponds to what was killed. Thus, in an area where a plague killed all the cats, the ephemeral swarm will look like a pack of cats and kittens. If a *fireball* spell took out a rats' nest, the ephemeral swarm would seem to be a ghostly rat swarm.

COMBAT

Almost all ephemeral swarms return from the dead seeking to inflict pain and suffering similar to that which they experienced upon their deaths. If the agent of their destruction is visible and recognizable by the creatures, a swarm will direct its efforts toward killing him. Otherwise, a swarm surrounds and attacks any living prey it encounters.

Distraction (Ex): Any living creature vulnerable to an ephemeral swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 20 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Charisma-based.

Strength Damage (Su): The swarm attack of an ephemeral swarm deals 1d6 points of Strength damage to any living creature whose space it occupies at the end of its move. A creature reduced to Strength 0 by an ephemeral swarm dies. This is a negative energy effect.

EPHEMERAL SWARMS IN EBERRON

Ephemeral swarms sometimes manifest in cities recovering from a terrible animal or vermin infestation. These undead swarms are the remnants of one or more swarms that were previously exterminated. Ephemeral swarms are also encountered in the ruined strongholds of the Dhakaani Empire and the haunted halls of Nolunthrone, a ruined dwarf city beneath the Ironroot Mountains in the Mror Holds.

EPHEMERAL SWARMS IN FAERÛN

Ephemeral swarms haunt the Underdark and various dungeons scattered across Faerûn (see Known Dungeons of Faerûn, pages 293–296 of the Forgotten Realms *Campaign Setting*, for likely locations). They also haunt the labyrinthine sewers of Faerûn's oldest cities, the Mulhorandi capital of Skuld in particular. Some ephemeral cat swarms found under Skuld are particularly ancient and deal other types of ability damage in addition to Strength damage.

FERAL YOWLER

Medium Magical Beast
Hit Dice: 7d10+56 (94 hp)
Initiative: +7
Speed: 50 ft. (10 squares)
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +7/+11
Attack: Bite +11 melee (1d8+7)*
Full Attack: Bite +11 melee (1d8+7)* and 2 claws +6 melee (1d6+5)*
Space/Reach: 5 ft./5 ft.
Special Attacks: Trip, yowl of fear
Special Qualities: Darkvision 60 ft., fast healing 3, immunities, low-light vision, minor displacement, scent
Saves: Fort +13, Ref +8, Will +4
Abilities: Str 18, Dex 17, Con 27, Int 7, Wis 14, Cha 16
Skills: Hide +13, Listen +5, Move Silently +13, Spot +5
Feats: Improved Initiative, Power Attack, Stealthy
Environment: Temperate mountains
Organization: Solitary, pair, or pride (6–10)
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 8–14 HD (Medium); 15–21 HD (Large)
Level Adjustment: —
*Includes adjustments for Power Attack feat.

Feral yowler

A hideous creature pads silently toward you on four feet, its blank white eyes fixed in your direction. Patchy fur covers its shrunken, unhealthy black skin only in places, and open sores dot its hide. A feral, narrow, catlike head swings low to the ground, and you see a long, emaciated tail shifting behind the creature as it walks.

Feral yowlers are the result of extreme experiments in necromantic magic gone awry. Whether originally spawned from displacer beasts, panthers, or concocted from no known beast, the first feral yowlers were warped and twisted by massive amounts of magical energy. Because of these experiments, they not only developed an immunity to necromantic magic, they also gained the abilities that make them such deadly and efficient killers. Feral yowlers are ruthless predators, hunting not only for fun but also for the thrill of the kill.

A feral yowler measures about 7 feet long and weighs roughly 400 pounds. While they love to yowl, feral yowlers do not actually speak, though some learn to recognize a few simple words of Goblin.

COMBAT

A lone feral yowler always tries to ambush its prey. When it does strike, it begins a battle with its yowl of fear, hoping to distract and weaken its foes. A feral yowler then charges into combat, relying on rapid attacks to bring prey down quickly.

A feral yowler prefers to fight using its Power Attack feat, typically taking a –3 penalty on its attack rolls and gaining a +3 bonus on damage rolls.

Trip (Ex): A feral yowler that hits with a bite attack can attempt to trip its opponent (+5 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the feral yowler.

Yowl of Fear (Su): Every 1d4 rounds, a feral yowler can let loose a wailing yowl that strikes fear into the hearts of any who hear it. All creatures within 60 feet of a feral yowler that can hear its yowl are affected. Each creature within the area must make a DC 16 Will save or be shaken for as long as it remains within the area and for 2d4 rounds after. A creature that succeeds on the saving throw is immune to that feral yowler's yowl for 24 hours. The save DC is Charisma-based.

Immunities (Ex): Feral yowlers are immune to fear, negative energy, and energy drain effects.

Minor Displacement (Su): A light-bending glamer continually surrounds a feral yowler, making it hard to surmise the creature's true location. Any melee or ranged attack directed at it has a 20% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Skills: A feral yowler has a +6 racial bonus on Hide checks and Move Silently checks.

FERAL YOWLERS IN EBERRON

Feral yowlers roam the Labyrinth, a maze of canyons and fissures that scars the landscape of the Demon Wastes. They also inhabit forlorn ruins and dungeons throughout Khorvaire, occasionally striking up alliances with goblinoid warlords in exchange for treasure or fresh food.

Illus. by F. Vohwinkel

GERIVIAR

Huge Giant
Hit Dice: 26d8+208 (325 hp)
Initiative: +1
Speed: 70 ft. (14 squares)
Armor Class: 37 (–2 size, +1 Dex, +28 natural), touch 9, flat-footed 36
Base Attack/Grapple: +19/+38
Attack: Slam +29 melee (3d6+11) or exploding nodule +18 ranged (see text) or rock +18 ranged (2d8+16)
Full Attack: 8 slams +29 melee (3d6+11) and bite +23 melee (2d6+5); or exploding nodule +18 ranged (see text)
Space/Reach: 15 ft./15 ft.
Special Attacks: Batter, exploding nodules, rock throwing, spell-like abilities
Special Qualities: Damage reduction 10/adamantine and magic, immunities, leap, low-light vision, regeneration 8, rock catching, spell resistance 28, sprint
Saves: Fort +23, Ref +11, Will +13
Abilities: Str 33, Dex 12, Con 26, Int 11, Wis 17, Cha 18
Skills: Climb +19, Escape Artist +9, Jump +45, Listen +11, Spot +11, Tumble +13, Use Rope +1 (+3 with bindings)
Feats: Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush[B], Improved Natural Attack, Improved Sunder[B], Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Environment: Temperate marshes
Organization: Solitary, pair, or band (6–9 plus 20% noncombatants)
Challenge Rating: 19
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 27–40 HD (Huge); 41–78 HD (Gargantuan)
Level Adjustment: —

This massive, six-limbed creature stands a full 30 feet tall. Its rough gray hide is covered in thick, armored plates bulging with spiky protrusions that resemble oversized caltrops. The creature's head is sunken between its massive shoulders, and each of its four arms has two elbow joints, giving the creature a rolling, smooth gait.

Geriviars are nomadic giants that have a burning hatred to destroy anyone who encroaches on their desolate lands. Geriviars lurk in hostile environments, preferring rough mountains or inhospitable marshes. Wherever they lair, geriviars typically seek isolation, whether as solitary creatures or in small family units. Some members of the race have been pressed into service in armies, acting as living siege weapons.

These spiky giants are extremely hostile to any other creature they perceive as a threat, which includes almost anything else that moves. They especially distrust any race or creature that seeks to stake a claim on the land by building permanent structures on it. Geriviars have an incredible loathing for buildings of any sort, viewing a permanent structure almost as a personal affront.

Geriviars are tenacious and uncompromising in nearly every endeavor. Once a geriviar undertakes a task or makes up its mind to accomplish something, only death or an incredible will can prevent it from following the task through to its completion.

This odd behavior, combined with a geriviar's unique set of abilities, has led many scholars to surmise that geriviars were originally engineered beings, created by warlords in times long past as mobile siege engines. Since they are eminently suited for such an occupation, few who have seen a geriviar in action can refute these claims.

Geriviars rarely stay in one place for long, possessed of a nearly insatiable paranoia that someone might be building on the lands they currently inhabit.

Geriviars, like many giants, carry their treasure in a sack or other container, as long as it's portable. They dress in just enough clothing to stave off the cold, which they do not prefer, and some geriviars wear armor and wield weapons, although most prefer their natural attacks.

A geriviar stands between 25 and 30 feet tall and weighs about twelve tons. Their minimal body hair is typically black, and their skin ranges in tones of gray. Geriviars speak Giant.

COMBAT

A geriviar strikes from a distance, attempting to whittle down an opponent's strength with thrown rocks and exploding nodules before engaging in melee. Once in close combat, it uses its Improved Sunder feat to destroy an enemy's weapons, or its Improved Bull Rush feat to send enemies over cliffs or into deadly patches of marsh ground.

Batter (Ex): A geriviar is especially ferocious and adept at attacking unattended objects. When attacking such an object, it ignores half the item's hardness. This ability does not allow a geriviar to ignore half an item's hardness when it makes sunder attempts.

Exploding Nodules (Ex): A geriviar's body is covered with spherical, spiny nodules that range between 1 and 2 feet in diameter. Each of these nodules is filled with small fragments of the armored plates covering the geriviar's body, as well as a volatile, explosive liquid secreted through the giant's skin. A geriviar can break off up to two of these nodules each round (until it runs out) and hurl them at its opponents as a standard action.

Each nodule is a grenadelike weapon that deals 5d6 points of piercing damage and 5d6 points of fire damage in a 10-foot spread (DC 31 Reflex half). The save DC is Constitution-based.

A healthy geriviar normally carries twelve nodules at a given time. Nodules take 3d6 minutes to grow back once broken off. A geriviar can regrow multiple nodules at the same time. However, if a geriviar's regeneration is negated somehow, it takes 2 to 3 days to regrow.

Rock Throwing (Ex): A geriviar can hurl rocks of 60 to 80 pounds (Medium objects) up to 160 feet. A geriviar can throw up to two rocks per round, using two of its four arms to lift them from the ground or its sack, and two to hurl them.

Spell-Like Abilities: 3/day—*reverse gravity, telekinesis* (DC 19); 1/day—*invisibility, shout* (DC 18), *stone shape*. Caster level 20th.

Immunities (Ex): Geriviars have immunity to disease, mind-affecting spells and abilities, poison, fire, and sonic.

Leap (Ex): Geriviars can always take 10 on Jump checks. Also, if a geriviar leaps down from a great height, a successful DC 15 Jump check negates the damage from the first 60 feet of the fall, as opposed to the first 10 feet.

Regeneration (Ex): Acid and cold deal normal damage to a geriviar. If a geriviar loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Rock Catching (Ex): A geriviar can catch rocks (or projectiles of similar shape). Once per round, a geriviar that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) A geriviar must be ready for and aware of the attack in order to make a rock catching attempt.

Sprint (Ex): A geriviar can sprint on all six limbs. A geriviar that takes the run action moves six times its speed.

GERIVIAR SOCIETY

Many geriviars seek out a solitary existence, lurking in isolated places, patrolling their territories, and repelling "invaders." Others form small familial bands. These groups of related geriviars roam as a unit. Those unable to keep pace with the group, whether due to infirmity, a festering wound, or old age (a rare state indeed for a geriviar) are simply left behind. In a battle, however, those geriviars that have committed to the family structure devote themselves to the idea absolutely, fighting tenaciously to the death to defend an attacked member of the band.

The pathological rage geriviars have for structures leads them to immediate violence against creatures they encounter who have built on their territory.

Geriviars have been known to join (voluntarily or otherwise) military divisions in need of siege experts. Some of the giants even enjoy the duties involved, since it gives them the opportunity to destroy the buildings they so thoroughly loathe. Such geriviars require a stern and uncompromising commander, however. When the time to retreat sounds, such a leader will always be hard-pressed to pry a geriviar from its task.

Unlike many of their giant kin, geriviars rarely take slaves.

TACTICS ROUND-BY-ROUND

A geriviar typically begins combat invisible, hoping to catch its opponents unaware. It prefers to fight from a distance as long as possible, weakening its enemies with ranged attacks and delaying them with its spell-like abilities despite its amazing melee proficiency.

Prior to combat: Invisibility.

Round 1: Throw rocks or exploding nodules at apparent ranged attackers, such as spellcasters or archers.

Round 2: Continue with ranged bombardment, using leap or sprint to maintain distance if necessary. If forced into melee, try to sunder weapons or bull rush enemies.

Round 3: *Telekinesis* or *reverse gravity* on melee attacker to regain high ground and distance, or continue ranged bombardment.

Round 4: Repeat round 3 as necessary.

Geriviar

GERIVIARS IN EBERRON

The ancient goblinoid empires of Khorvaire used geriviars as living siege engines, and a few survive to the present day in Darguun, defending Ruukhan Draal and other large goblin settlements. "Free" geriviars also roam secluded valleys in the Mror Holds and Lhazaar Principalities, attacking all they encounter.

GERIVIARS IN FAERÛN

Geriviars dwell in the region bounded by the Maerthwatch (a crescent-shaped chain of mountains and craggy hills south of Chessenta), the Black Ash Plain, and the Chondalwood. Small family groups of geriviars claim the Black Ash Plain or have migrated southward, cutting a narrow swath east of the Landrise. Some have drifted as far south as the Great Rift, where their territorial claims are more hotly contested by the indigenous inhabitants.

Illus. by W. England

GIANT, DEATH

Huge Giant
Hit Dice: 23d8+115 (218 hp)
Initiative: +8
Speed: 35 ft. in banded mail (7 squares); base speed 50 ft.
Armor Class: 29 (–2 size, +1 Dex, +14 natural, +6 banded mail), touch 9, flat-footed 28
Base Attack/Grapple: +17/+37
Attack: Greataxe +27 melee (4d6+18/×3) or slam +27 melee (1d8+12) or rock +17 ranged (2d8+12)
Full Attack: Greataxe +27/+22/+17/+12 melee (4d6+18/×3) and bite +22 melee (2d6+6) or 2 slams +27 melee (1d8+12) and bite +22 melee (2d6+6) or rock +17 ranged (2d8+12)
Space/Reach: 15 ft./15 ft.
Special Attacks: Frightful keening, rock throwing, spell-like abilities, steal soul
Special Qualities: Darkvision 60 ft., guardian souls, immunity to fear and energy drain, low-light vision, rock catching, sold soul, soul healing
Saves: Fort +26, Ref +17, Will +21
Abilities: Str 34, Dex 13, Con 21, Int 12, Wis 20, Cha 25
Skills: Concentration +19, Intimidate +15, Knowledge (arcana) +14, Knowledge (history) +12, Knowledge (religion) +19, Listen +12, Spellcraft +16, Spot +12, Survival +6
Feats: Ability Focus (frightful keening), Ability Focus (steal soul), Cleave, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot
Environment: Temperate deserts
Organization: Solitary, pair, or gang (3–8)
Challenge Rating: 16
Treasure: Standard
Alignment: Always neutral evil
Advancement: By character class
Level Adjustment: —

This heavily armored, gaunt giant has pointed ears and dark gray skin. Its hands end in long yellow claws, and its snarl shows sharp fangs. It is surrounded by a thin fog of swirling vapor, and as you watch, the cloud forms into tormented faces that scream in terror and pain.

Death giants are a race of terribly evil giants that, in order to preserve their empire from destruction, traded the immortal souls of every one of their kind in exchange for unholy power. It was a poor bargain, and the death giants now live with the mistake of their ancestors.

The souls of death giants are bound for destruction on the Negative Energy Plane, and their link to that profane realm grants them spell-like abilities and great power over the souls of others.

Death giants have dark gray to black skin and yellow eyes. Like stone giants, they lack hair; unlike most giants, their ears come to a point. Their unkempt nails form hard claws, and their teeth are sharp. A death giant stands about 15 feet tall and weighs 2,000 pounds.

Death giants speak Giant and Common.

COMBAT

Death giants are fearsome melee opponents and powerful spellcasters. They prefer to cast spells in combat situations but reserve some for opportune tactics and healing.

Frightful Keening (Su): As a standard action, a death giant can trigger the guardian souls that waft around its body to wail in frightful anguish. Living creatures within 100 feet that hear this keening must make a DC 30 Will save. Success indicates that the creature is shaken until it can no longer hear the keening or moves out of range. Failure causes the creature to be panicked for as long as it can hear the keening and remains within range, and shaken for 24 hours afterward.

Ending the frightful keening is a standard action. This is a sonic, mind-affecting fear ability. The save DC is Charisma-based.

Rock Throwing (Ex): Death giants are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A death giant can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments. The range increment is 120 feet for a death giant's rocks.

Spell-Like Abilities: 3/day—*greater dispel magic, inflict critical wounds* (+27 melee touch, DC 21), *unholy blight* (DC 21); 1/day—*flame strike* (DC 22). Caster level 16th.

Steal Soul (Su): Any living creature with 10 or fewer hit points within 15 feet of a death giant must succeed on a DC 30 Fortitude save each round or die instantly. This is a death effect. The save DC is Charisma-based.

Any creature that dies within 15 feet of a death giant has its spirit sucked up into the swirling guardian souls that protect the death giant. Such creatures cannot be raised, resurrected, or reincarnated so long as the death giant lives. Killing the death giant releases the souls.

If a living death giant is within 15 feet of a death giant that dies, the souls are not released and are instead transferred to the nearby death giant due to its steal soul ability.

Under extraordinary circumstances, a living death giant may release a soul it has captured.

Guardian Souls (Su): A death giant's victims become its guardians in death. Each death giant is surrounded by a constantly swirling cloud of intangible spirits.

These spirits provide the death giant with warnings and protection, granting the creature a bonus on initiative rolls, saves, Listen checks, and Spot checks equal to its Charisma modifier.

A death giant's will binds its guardian souls to it. They are not ghosts or undead in the usual sense and cannot be damaged, dispelled, or separated from the death giant. Only a successful turning attempt can quell these spirits for a time. If the turning attempt would turn or rebuke an undead with Hit Dice equal to the death giant's, the guardian souls vanish for 1d10 rounds, and the death giant loses the benefits of its guardian souls, frightful keening, soul healing, and steal soul abilities until the souls return.

Rock Catching (Ex): Once per round, a death giant that would normally be hit by a rock (or projectile of similar shape) can make a Reflex save to catch it as a free action.

The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock-catching attempt.

Sold Soul (Ex): A death giant cannot be raised, resurrected, or reincarnated. If a death giant's soul is not taken as a guardian soul by another death giant or kept from departing by some other means (such as *soul bind*), it is utterly destroyed 1 round after the giant's death.

Soul Healing (Su): When a death giant is protected by its guardian souls, hit point damage due to negative energy (such as from an *inflict* spell) heals rather than harms a death giant. Death giants are healed by positive energy (such as from *cure* spells) normally.

DEATH GIANT SOCIETY

Death giants live in the ruins of their once-great civilization, scattered across the desert following the wars that brought their empires to ruin. Capable of using magic to provide for themselves, death giants have allowed their culture and skills to atrophy. They create weapons and armor for the often intense "soul-trading" battles between various groups, but otherwise spend their time seeking a way to rid themselves of their race's curse while maintaining their powers.

DEATH GIANTS WITH CLASS LEVELS

A death giant's favored class is fighter. Death giant clerics are very rare and worship dark and alien deities that don't care if the souls of their followers reach them. The giant deities abandoned the death giants when they decided to sell the souls of their race, although some death giants still pay homage to them.

TACTICS ROUND-BY-ROUND

A death giant seeks to soften up its opponents with its frightful keening and spells before entering melee.

Round 1: Frightful keening.

Round 2: Use *unholy blight* on shaken foes. If no foes appear shaken, charge into melee.

Round 3: Use *flame strike* on foes that are both shaken by the frightful keening and sickened by the *unholy blight*. If only one or two foes are shaken and sickened, enter melee, focusing on foes that resisted the effects.

Round 4: Charge the foe most damaged by the *flame strike*, or make a full attack on the weakest foe if it is already in melee.

Round 5: If still in a position of strength, continue the attack, only using *inflict critical wounds* on a shaken foe if it is having trouble hitting with its full attack. If in a position of weakness, use *inflict critical wounds* to heal and attempt to intimidate foes into accepting a truce, perhaps bargaining the release of the soul of a fallen foe.

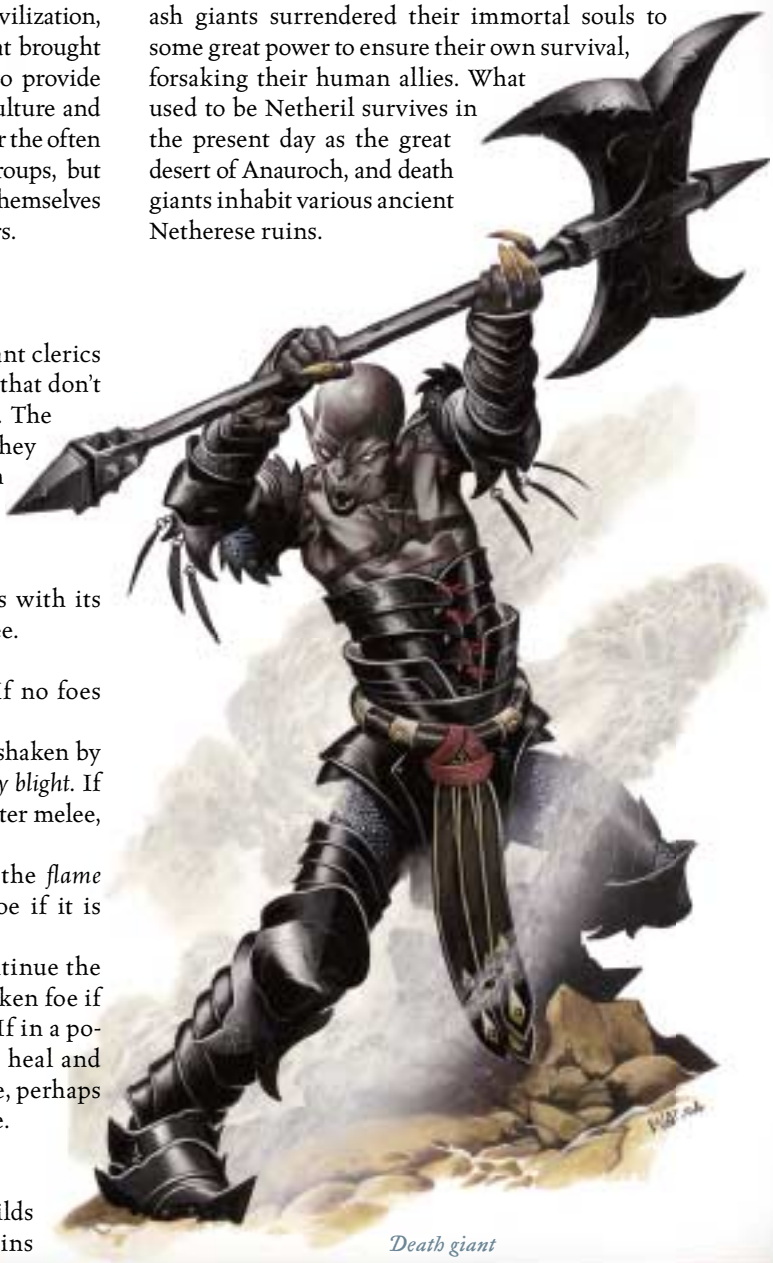
DEATH GIANTS IN EBERRON

Death giants haunt cyclopean ruins deep in the wilds of Xen'drik, surrounded by the shattered remains of a once-proud civilization of giants brought to ruin by dragons and their own hubris. A few death giants have found their way to other continents, such as Argonnessen and Khorvaire, although their hatred of other creatures demands that they live in isolation. At least two death giants—a pair of sisters named Arakajda and Behkorr—prowl the Mournland searching for souls to steal.

In an Eberron campaign, the souls of death giants are bound to the plane of Mabar, the Endless Night. Some death giants aim to release their souls from the dark grasp of Mabar, allowing them passage to Dolurrh, the Realm of the Dead, when the end comes.

DEATH GIANTS IN FAERÛN

Ash giants (as death giants were once known) lived among the humans of Netheril. When the Netherese empire crumbled in the wake of the phaerimm onslaught, the ash giants surrendered their immortal souls to some great power to ensure their own survival, forsaking their human allies. What used to be Netheril survives in the present day as the great desert of Anauroch, and death giants inhabit various ancient Netherese ruins.



Death giant

Illus. by W. Reynolds

GIANT, ELDRITCH

This giant resembles a well-formed human of enormous proportions. Its skin is tinged with a faint purple hue, and strange arcane symbols are tattooed onto nearly every inch of its flesh. It has light hair and eyes that seem to change color from blue to green to violet.

Eldritch giants are powerful scions of arcane lore. Ancient creatures fallen from what was once great power, eldritch giants spend countless years seeking out fragments of arcane knowledge. Although they are selfish and cruel, eldritch giants are smart enough to bargain fairly when they must and perceptive enough to know that open conflict distracts them from their studies.

Eldritch giants hate storm giants, although they are typically too involved in their pursuit of magical power to bother with fighting other creatures.

An adult eldritch giant is 25 feet tall and weighs about 13,000 pounds. Eldritch giants have incredible life spans and can live to be more than 3,000 years old.

Eldritch giants speak Abyssal, Common, Giant, and Terran.

Illus. by L. Parrillo

Eldritch giant

COMBAT

An eldritch giant uses its spell-like abilities to strip opponents of their magical enhancements before entering melee combat. Although its size forces it to fight in relatively open environments, an eldritch giant's ability to use *dimension door* makes it capable of devastating hit-and-run tactics.

Spell-Like Abilities: At will—*detect magic, greater dispel magic, magic missile*; 3/day—*dimension door, globe of invulnerability.* Caster level 20th.

Eldritch Mastery (Su): An eldritch giant has an extensive familiarity with and an intuitive grasp of arcane magic. It can use spell completion items (such as scrolls) as if it had the wizard's class spell list and were of the appropriate level to cast the spell. It can use spell trigger items (such as wands and staffs) as if it had the wizard's class spell list.

Natural Willpower (Ex): Unlike most giants, eldritch giants have a strong innate resistance to mental compulsion, illusion magic, and the like. Eldritch giants have a +6 racial bonus on Will saves.

TACTICS ROUND-BY-ROUND

An eldritch giant is most effective as a melee combatant, but it benefits greatly from spending a few rounds using its spell-like abilities to strip away the magic effects of its foes.

Prior to Combat: Scout foes with *detect magic* and activate *globe of invulnerability.*

Round 1: Use a quickened *greater dispel magic* on the foe with the most magical auras and charge the nearest foe. If unable to close, instead use an empowered *magic missile* followed by a quickened *dimension door* to get close to a spellcasting opponent.

Round 2: Continue melee combat, using quickened *greater dispel magic* to strip foes of their magical enhancements.

Round 3: If no foes are within melee reach, use empowered *magic missile* or *dimension door* to attack elusive opponents.

Round 4: If the foes are still mounting a credible threat, retreat using *dimension door.* Otherwise, alternate intelligent use of spells with full attacks.

ELDRITCH GIANT CONFESSOR

Schemers and manipulators even among their own people, eldritch giant confessors have chosen the path of divine magic rather than a direct study of arcane power. These giants pull together others of their kind through deceit, manipulation, and bullying. Eldritch giant confessors believe in the divinity of magic itself, justifying their cruel actions with a philosophy that proclaims that whatever you can accomplish through magic is morally correct.

The eldritch giant confessor presented here had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Combat

Eldritch giant confessors herd lesser giants before them into battle. Although these cruel creatures have great confidence in their physical and magical abilities, they place little value in the lives of lesser creatures, even other eldritch giants. Eldritch giant confessors carefully enhance their own abilities with spells before and during a fight, especially favoring the use of quickened spells such as *divine favor* that enhance their physical combat abilities. They gain a +2 bonus on all turn/rebuke undead attempts due to their Knowledge (religion) skill.

Typical Cleric Spells Prepared (6/8/7/6/5/4/3): 0—*detect magic* (2), *light* (2), *read magic* (2); 1st—*bless, cure light wounds* (3), *divine favor, inflict light wounds** (+32 melee touch; DC 18), *shield of faith* (2); 2nd—*bear's endurance, bull's strength, cure moderate wounds* (2), *hold person* (2), *shatter** (DC 19); 3rd—*cure serious wounds* (DC 20) (2), *daylight, dispel magic**, *invisibility purge, protection from energy*; 4th—*cure critical*

	Eldritch Giant Huge Giant	Eldritch Giant Confessor, 11th-level Cleric Huge Giant
Hit Dice:	25d8+255 (337 hp)	25d8+274 plus 11d8+122 (557 hp)
Initiative:	+1	+1
Speed:	35 ft. (7 squares) in full plate armor; base speed 50 ft.	35 ft. (7 squares) in full plate armor; base speed 50 ft.
Armor Class:	32 (–2 size, +1 Dex, +13 natural, +8 full plate, +2 heavy steel shield), touch 9, flat-footed 31	34 (–2 size, +1 Dex, +13 natural, +9 +1 *full plate*, +3 +2 *light steel shield*), touch 9, flat-footed 33
Base Attack/Grapple:	+18/+42	+26/+51
Attack:	Bastard sword +33 melee (3d8+16/19–20)	Bastard sword +42 melee (3d8+16/17–20)
Full Attack:	Bastard sword +33/+28/+23/+18 melee (3d8+16/19–20)	Bastard sword +42/+37/+32/+27 melee (3d8+16/17–20)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Spell-like abilities	Rebuke undead 3/day (+4, 2d6+2, 11th), spells, spell-like abilities
Special Qualities:	Eldritch mastery, low-light vision, natural willpower	Eldritch mastery, low-light vision, natural willpower
Saves:	Fort +23, Ref +9, Will +19	Fort +32, Ref +11, Will +30
Abilities:	Str 42, Dex 12, Con 28, Int 18, Wis 16, Cha 12	Str 44, Dex 10, Con 32, Int 18, Wis 24, Cha 15
Skills:	Concentration +37, Diplomacy +3, Knowledge (arcana) +32, Knowledge (religion) +14, Knowledge (the planes) +14, Listen +21, Sense Motive +31, Spellcraft +34, Spot +21	Concentration +49, Diplomacy +4, Knowledge (arcana) +42, Knowledge (the planes) +24, Knowledge (religion) +24, Listen +24, Sense Motive +45, Spellcraft +44, Spot +30
Feats:	Cleave, Empower Spell-Like Ability (*magic missile*), Exotic Weapon Proficiency (bastard sword), Great Cleave, Iron Will, Power Attack, Quicken Spell-Like Ability (*greater dispel magic*), Quicken Spell-Like Ability (*dimension door*), Weapon Focus (bastard sword)	Cleave, Empower Spell-Like Ability (*magic missile*), Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Bull Rush, Improved Critical (bastard sword), Improved Overrun, Iron Will, Power Attack, Quicken Spell, Quicken Spell-Like Ability (*greater dispel magic*), Quicken Spell-Like Ability (*dimension door*), Weapon Focus (bastard sword)
Environment:	Temperate mountains	Temperate mountains
Organization:	Solitary or family (2–4 plus 35% noncombatants plus 1 wizard or cleric of 7th–10th level plus 1–2 greater earth elementals)	Solitary or family (1 plus 2–4 plus 35% noncombatants plus 1–2 greater earth elementals)
Challenge Rating:	15	20
Treasure:	Standard coins; double goods; standard items	Standard coins; double goods; standard items plus +1 *full plate* and +2 *light steel shield*
Alignment:	Usually neutral evil	Neutral evil
Advancement:	By character class	By character class
Level Adjustment:	—	—

wounds (2), *discern lies* (DC 21), *divine power, inflict critical wounds** (+32 melee touch; DC 21); 5th—Quickened *divine favor, flame strike* (DC 22) (2), *mass inflict light wounds** (+32 melee touch; DC 22); 6th—*heal* (2), *harm** (DC 23).

*Domain spell. Domains: Destruction (smite 1/day, +4 melee attack, +11 damage), Magic (use spell completion and spell trigger items as 5th-level wizard).

ELDRITCH GIANT SOCIETY

Eldritch giants dwell in isolated mountaintop towers or in deep caverns near wellsprings of arcane power. They are greatly interested in arcane magic, and they spend much of their time researching spells, searching for lost items of power, or crafting magic items of their own creation. Only a few eldritch giants typically dwell in the same place, drawn together by shared interest in specialized or esoteric knowledge about one facet of arcane magic. Groups of eldritch giants rarely live close to others of their kind, driven to remote regions to look for fragments of lost lore or for other strange purposes. On rare occasions, eldritch giants will seek out civilized lands in order to buy large quantities of raw materials such as paper, ink, and the rare materials used to create magic items.

GIANT, SAND

This dark-skinned giant looks like an oversized, muscular human with tan hair and eyes.

Disciplined and cautious, sand giants are respected, honorable desert-dwellers.

A sand giant's hair can be black, brown, tan, or blond, and its eyes usually match its hair color. Its skin ranges from a deep chocolate brown to pale beige.

Sand giants prefer loose, light garments in colors that harmonize with their desert landscape, such as sandy beige, white, dusty red, and khaki. They avoid wearing bulky or metal armor, preferring leather or studded leather in the hot desert.

An adult male is about 12 feet tall and weighs about 2,000 pounds. Females are slightly larger and heavier, but otherwise identical with males. Sand giants can live to be 250 years old.

Sand giants speak Common and Giant.

COMBAT

A sand giant usually prepares for combat by digging into the sand and hiding to lure its opponents in close, readying its sand blaster to spray its enemies. In close combat, a sand giant wields its mighty scimitar.

Sand Blaster: A sand blaster is a Large exotic ranged weapon made from long tubes. It creates a 10-foot cone of sand, doing 1d8 points of damage (Reflex DC 22 half). Living creatures that fail their saves are tormented by itching skin and burning eyes, imposing a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based. (It relies on the user's ability to blow a hearty gust of air through the tube.) A sand blaster uses 5 pounds of sand as ammunition, and packing a sand blaster with one charge of ammunition is a full-round action. A sand blaster costs 30 gp.

Sand giant

Illus. by R. Lemen

Spell-Like Abilities: 1/day—*meld into stone, statue*. Caster level 15th.

Heat Shimmer (Su): At will as a free action, a sand giant can create a shimmering effect around itself that functions like a *blur* spell, caster level 15th.

Skills: *A sand giant gains a +8 racial bonus on Hide checks and Survival checks in deserts.

SAND GIANT CHAMPION

A sand giant champion's additional fighting skill gives it a significant edge and makes it a formidable opponent. Such trained warriors often serve the monarch as his or her personal guard.

The sand giant champion presented here had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 15, Dex 8, Con 14, Int 10, Wis 13, Cha 12.

Combat

A sand giant champion attacks with great skill and optimizes its tactics. It uses its Spring Attack to selectively attack opponents, maneuvering to its advantage. It uses Power Attack judiciously against opponents with a lower Armor Class.

Sand Blaster: Reflex DC 25 half.

SAND GIANT SOCIETY

Sand giants live in stable communities in the desert. Their lives revolve around ordered discipline. Their desert dwellings exhibit careful organization and a layout that emphasizes defensibility. They often build into the side of a mesa or in some other geographically sheltered area.

Sand giant leadership originates from a hereditary monarchy. The next king or queen is the first-born child of the present monarch. A complicated line of succession based on blood relations and birth order dictates the order of the heirs beyond the first.

Most sand giant communities are isolated in the desert, but the giants are by no means isolationists. They usually conduct profitable trades with caravans and travelers. Occasionally, a sand giant will act as a guide for travelers in the harsh desert.

SAND GIANTS AS CHARACTERS

Logical and lawful, sand giants have a complex society that interrelates well with humanoids.

Sand giant characters have the following racial traits.

— +16 Strength, +10 Dexterity, +10 Constitution, +6 Wisdom, +2 Charisma.

—Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

—A sand giant's base land speed is 40 feet, and it has a burrow speed of 10 feet.

—Low-light vision.

—Racial Hit Dice: A sand giant begins with fifteen levels of giant, which provide 15d8 Hit Dice, a base attack bonus of +11, and base saving throw bonuses of Fort +9, Ref +5, and Will +5.

	Sand Giant Large Giant (Earth, Fire)	Sand Giant Champion, 5th-Level Fighter Large Giant (Earth, Fire)
Hit Dice:	15d8+75 (142 hp)	15d8+105 plus 5d10+35 (234 hp)
Initiative:	+5	+4
Speed:	40 ft. (8 squares), burrow 10 ft.	40 ft. (8 squares), burrow 10 ft.
Armor Class:	28 (–1 size, +5 Dex, +11 natural, +3 masterwork studded leather), touch 14, flat-footed 23	28 (–1 size, +4 Dex, +11 natural, +4 masterwork chain shirt), touch 13, flat-footed 24
Base Attack/Grapple:	+11/+23	+16/+30
Attack:	Scimitar +19 melee (1d8+8/15–20); or sand blaster (see text)	Scimitar +27 melee (1d8+13/15–20); or sand blaster (see text)
Full Attack:	Scimitar +19/+14/+9 melee (1d8+8/15–20); or sand blaster (see text)	Scimitar +27/+22/+17/+12 melee (1d8+13/15–20); or sand blaster (see text)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Sand blaster, spell-like abilities	Sand blaster, spell-like abilities
Special Qualities:	Heat shimmer, immunity to fire, low-light vision, vulnerability to cold	Heat shimmer, immunity to fire, low-light vision, vulnerability to cold
Saves:	Fort +14, Ref +12, Will +10	Fort +21, Ref +10, Will +10
Abilities:	Str 27, Dex 21, Con 21, Int 10, Wis 16, Cha 12	Str 32, Dex 18, Con 24, Int 10, Wis 19, Cha 14
Skills:	Hide +1*, Knowledge (nature) +11, Listen +12, Spot +12, Survival +12* (+14 in aboveground natural environments)	Climb +29, Hide –1*, Knowledge (nature) +11, Listen +10, Spot +10, Survival +10* (+11 in aboveground natural environments)
Feats:	Cleave, Improved Critical (scimitar) Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (scimitar)	Cleave, Dodge, Improved Critical (scimitar), Improved Sunder, Mobility, Power Attack, Spring Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)
Environment:	Warm deserts	Warm deserts
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants), settlement (10–40 plus 1 monarch and 3–4 fighters of 3rd–5th level)	Solitary, gang (2–5), settlement (3–4 plus 10–40 sand giants plus 1 monarch)
Challenge Rating:	10	15
Treasure:	Standard	Standard
Alignment:	Usually lawful neutral	Usually lawful neutral
Advancement:	By character class	By character class
Level Adjustment:	+4	+4

—Racial Skills: A sand giant's giant levels give it skill points equal to 18 × (2 + Int modifier, minimum 1). Its class skills are Hide, Knowledge (nature), Listen, Spot, and Survival. A sand giant gains a +8 racial bonus on Hide checks and Survival checks in deserts.

—Racial Feats: A sand giant's giant levels give it six feats.

—Weapon Familiarity: Sand giants treat sand blasters (see Combat, above) as martial weapons rather than exotic weapons.

— +11 natural armor bonus.

—Special Attacks (see above): Sand blaster, spell-like abilities.

—Special Qualities (see above): Heat shimmer, immunity to fire, vulnerability to cold.

—Automatic Languages: Common and Giant. Bonus Languages: Draconic, Elven, Goblin, Orc.

—Favored Class: Fighter.

—Level adjustment +4.

SAND GIANTS IN EBERRON

Sand giants inhabit the vast desert on the continent of Xen'drik. Although sand giant clans generally lead nomadic lives, a few clans maintain permanent dwellings carved into towering spires of sand-sculpted rock that thrust up from the desert wasteland.

SAND GIANTS IN FAERÛN

Sand giants once roamed all of southern Faerûn, as far west as the Calim Desert and as far east as Raurin and the Plains of Purple Dust. The largest settlements of sand giants can be found in Raurin, near the Giant's Belt. The sand giants must periodically defend themselves against incursions by eldritch giants and their enslaved goblinoid minions.

GLAISTIG

A staggeringly beautiful maiden stands waist-deep in the water, swaying back and forth as she sings a haunting song.

Beautiful and enchanting, glaistigs are fey that lurk in and around pools, lakes, and streams. They have an insatiable craving for the blood of mortals, beguiling victims to come close to their lair in order to drain them. They are commonly mistaken for vampires because of their bloodsucking technique, but they are not undead.

Glaistigs resemble incredibly attractive female humans or half-elves, but instead of normal legs, they have goat legs with long, white fur. Most have snow-white hair and eyes that shimmer like water. When they smile, glaistigs try not to show their teeth, which are sharpened to cruel-looking fangs and revealed only when they are about to strike. Glaistigs wear long, fine robes and dresses that drape along the ground, which are used to hide their legs. Glaistigs loathe showing their legs to anyone, and will only reveal them to lash out in anger. If someone catches sight of a glaistig's goat legs, it will become very angered and attack the offender.

Despite their single-minded lust for blood, glaistigs are unpredictable and capricious. If they have recently fed (say, within a month), then they are just as likely to help someone as they are to attack. More than a few people have been attacked by a glaistig, even if it has talked and been friendly to them in the past. Glaistigs also enjoy dancing, and some lure their victims to caper and dance for many hours before attacking them.

Glaistigs are solitary by nature and do not even like other fey all that much. While they gain no sustenance from the blood of sylvan creatures, glaistigs have been known to attack fey that come too close into their territory. Perhaps because of their similar nature, glaistigs in particular do not like dryads, and it is extremely rare to find the two beings in the same territory. An average glaistig is about 5 feet 2 in height and weighs about 90 pounds.

Glaistigs speak Common, Elven, and Sylvan.

Illus. by E. Fiegenschuh

Glaistig

COMBAT

A glaistig uses its beguiling song to lure victims close to the water, targeting specific individuals. If a large group comes close to its lair, it will lurk beneath the surface until only one or two targets remain. A glaistig is mystically bound to its watery lair and cannot move more than 300 yards away from it.

Once a victim is within striking distance, a glaistig will cease singing and grapple the opponent. If the grab is successful, it will drain blood for as long as possible. If reinforcements arrive, the glaistig will try to use *suggestion*, *hypnotism*, or *fog cloud* to cause a diversion and slip beneath the surface of its watery home.

Beguiling Song (Su): A glaistig can attempt to beguile creatures with its song. A glaistig sings, targeting a single creature it can see within 300 yards of the body of water to which it is linked (see Water Symbiosis, below). This is a sonic charm effect, and the creature must be able to hear the glaistig for it to take effect. The targeted creature must make a DC 19 Will saving throw. A creature that successfully saves cannot be affected again by the same glaistig's song for 24 hours.

Failure indicates the creature is beguiled and moves toward the glaistig, taking the most direct route available. If that path leads into a dangerous area (such as very deep or fast-moving water), the beguiled creature gets a second saving throw. If that save is successful, the beguiling effect is broken, and that creature cannot be affected by that glaistig's song for 24 hours.

A glaistig that desires a companion often moves out of the water and bestows *water breathing* upon its beguiled victim so it can take him underwater. A beguiled creature takes no actions other than to defend himself. (Thus, a fighter cannot run away or attack, but takes no defensive penalties.) A beguiled victim that moves within 5 feet of the glaistig must make a DC 19 Will saving throw or be charmed, as by the *charm monster* spell cast by an 8th-level sorcerer. A creature that successfully saves cannot be affected again by the same glaistig's song for 24 hours. The beguiling effect continues so long as the glaistig sings. A glaistig does not need to continue singing to keep a victim charmed.

A glaistig can use its beguiling song both above and below the water. Most glaistigs move into deep water, forcing a beguiled victim to move toward them. If these unlucky creatures fail their second saving throw, they usually drown (see page 304 of *Dungeon Master's Guide*). The save DC is Charisma-based.

Blood Drain (Ex): A glaistig can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained.

Spell-Like Abilities: At will—*dancing lights*, *fog cloud*, *hypnotism* (DC 15), *suggestion* (DC 17); 1/day—*water breathing*. Caster level 8th.

Water Breathing (Ex): A glaistig can breath either water or air.

Water Symbiosis (Su): Each glaistig is mystically bound to a body of water or a waterway as small as a pond or as large as a lake or river. A glaistig cannot move more than 300 yards away from its body of water and still breathe normally. If a glaistig strays farther away, it must hold its breath or immediately start to suffocate (see Suffocation, page 304

	Glaistig Medium Fey	Glaistig Mindbender, 5th-Level Sorcerer Medium Fey
Hit Dice:	6d6+12 (33 hp)	6d6+18 plus 5d4+15 (66 hp)
Initiative:	+1	+3
Speed:	30 ft. (6 squares), swim 50 ft.	30 ft. (6 squares), swim 50 ft.
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14	21 (+3 Dex, +4 natural, +2 *bracers of armor* +2, +2 *ring of protection* +2), touch 15, flat-footed 19
Base Attack/Grapple:	+3/+4	+5/+5
Attack:	Bite +4 melee (1d6+1) or dagger +4 melee (1d4+1)	*Dagger of venom* +6 melee (1d4+1 and poison) or bite +5 melee (1d6)
Full Attack:	Bite +4 melee (1d6+1) and dagger –1 melee (1d4+1)	*Dagger of venom* +6 melee (1d4+1 and poison) and bite +0 melee (1d6)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Beguiling song, blood drain, spell-like abilities	Beguiling song, blood drain, spell-like abilities, spells
Special Qualities:	Damage reduction 5/cold iron, low-light vision, resistance to cold 10 and fire 10, water breathing, water symbiosis	Damage reduction 5/cold iron, low-light vision, resistance to cold 10 and fire 10, water breathing, water symbiosis
Saves:	Fort +4, Ref +6, Will +9	Fort +6, Ref +9, Will +14
Abilities:	Str 12, Dex 13, Con 14, Int 13, Wis 14, Cha 19	Str 10, Dex 16, Con 16, Int 12, Wis 17, Cha 24
Skills:	Bluff +14, Diplomacy +12, Disguise +12 (+14 acting), Escape Artist +7, Hide +3, Intimidate +12, Knowledge (nature) +5, Listen +9, Move Silently +7, Sense Motive +11, Spot +8, Swim +18, Use Rope +1 (+3 with bindings)	Bluff +17, Concentration +13, Diplomacy +15, Disguise +14 (+16 acting), Escape Artist +10, Hide +6, Intimidate +16, Knowledge (nature) +5, Listen +10, Move Silently +9, Sense Motive +13, Spot +9, Swim +17, Use Rope +3 (+5 with bindings)
Feats:	Ability Focus (beguiling song), Alertness, Iron Will	Ability Focus (beguiling song), Alertness, Iron Will, Spell Focus (enchantment)
Environment:	Temperate forests	Temperate forests
Organization:	Solitary	Solitary
Challenge Rating:	6	8
Treasure:	Standard	Standard plus *dagger of venom*, *bracers of armor* +2, and *ring of protection* +2
Alignment:	Always chaotic neutral	Always chaotic neutral
Advancement:	By character class	By character class
Level Adjustment:	+4	+4

of the *Dungeon Master's Guide*). Once a glaistig has moved beyond the boundary of its connection, it cannot breathe normally until it has immersed itself in its body of water.

Skills: Glaistigs have a +4 racial bonus on Bluff and Sense Motive checks. A glaistig has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

GLAISTIG MINDBENDER

Naturally inclined toward magic and enchantments of all kinds, many glaistigs become sorcerers that specialize in mind-bending magic. They use these abilities to enhance their chances of luring prey to their watery homes.

The glaistig sorcerer presented here had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 8, Dex 14, Con 12, Int 10, Wis 13, Cha 15.

Combat

The save DCs for this glaistig sorcerer's beguiling song (DC 22) and spell-like abilities (*hypnotism* DC 18, *suggestion* DC 20) are adjusted for its higher Charisma score.

Typical Sorcerer Spells Known: (6/8/6): 0—*daze** (DC 18), *detect magic*, *ghost sound* (DC 17), *prestidigitation*, *resistance*, *touch of fatigue* (+5 melee touch; DC 17); 1st—*charm person** (DC 19), *disguise self*, *mage armor*, *magic missile*; 2nd—*daze monster** (DC 20), *touch of idiocy* (+5 melee touch; DC 19).

GLAISTIGS IN EBERRON

Glaistigs are found throughout Khorvaire. They haunt the rivers, lakes, and woodland streams of the Shadow Marches, Droaam, Breland, the Mror Holds (particularly near Mirror Lake), and Valenar. Valenar elf warriors often hunt glaistigs for sport, taking their hooves as trophies.

GNOLL, FLIND

Medium Humanoid (Gnoll)
Hit Dice: 2d8+4 (13 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 18 (+1 Dex, +2 natural, +3 studded leather, +2 heavy steel shield), touch 11, flat-footed 17
Base Attack/Grapple: +1/+4
Attack: Flindbar +5 melee (2d4+3/19–20)
Full Attack: Flindbar +5 melee (2d4+3/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft.
Saves: Fort +5, Ref +1, Will +0
Abilities: Str 17, Dex 12, Con 15, Int 10, Wis 11, Cha 10
Skills: Listen +5, Spot +5
Feats: Weapon Focus (flindbar)
Environment: Warm plains
Organization: Solitary, pair, hunting party (1 plus 1–4 gnolls and 1–2 hyenas), or band (1–10 plus 10–100 gnolls plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level (25% gnoll) and 5–8 hyenas), or tribe (2–20 plus 20–200 gnolls plus 50% noncombatants plus 1 3rd-level sergeant (75% gnoll) per 20 adults, 1 or 2 lieutenants of 4th or 5th level (50% gnoll) and 1 leader of 6th–8th level (25% gnoll) and 7–12 hyenas)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +2

This humanoid is slightly larger than a human and a little broader. It has short, dirty, brown and red fur covering its hyenalike head.

Illus. by V. Rams

Flind

These powerful and merciless relatives of the gnolls are often found in gnoll bands as leaders or elite hunters. While gnolls admire and respect them, flinds have no great love for their lesser cousins.

A flind appear much like a gnoll, though it is a little shorter and broader. It stands roughly 7 feet tall and weighs 300 to 350 pounds. A flind's forehead does not slope back as far, and its ears are more rounded than those of an ordinary gnoll.

Flinds speak Gnoll and Common.

COMBAT

The merciless flinds are clever tacticians, preferring to use surprise, terrain, and superior numbers to their advantage. When commanding gnoll hunting parties, they have no qualms about sacrificing their cousins for personal gain.

Flindbar: A flindbar resembles a pair of chain-linked iron bars, not unlike a flail. This one-handed exotic weapon costs 30 gp, deals 2d4 points of bludgeoning damage, has a threat range of 19–20, deals double damage on a critical hit, and weighs 2 pounds. Flinds treat a flindbar as a martial weapon instead of an exotic weapon.

The wielder of a flindbar gains a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). If a proficient wielder threatens a critical hit, he can make a free disarm attempt against that opponent before confirming the critical hit (this disarm attempt doesn't provoke attacks of opportunity).

Skills: A flind has a +2 racial bonus on Charisma-based checks made to influence gnolls.

FLINDS AS CHARACTERS

Flind leaders are usually rangers or blackguards. Flind clerics typically worship Erythnul, deity of slaughter.

Flind characters possess the following racial traits.

— +6 Strength, +2 Dexterity, +4 Constitution.

—Medium size.

—A flind's base land speed is 30 feet.

—Darkvision out to 60 feet.

—Racial Hit Dice: A flind begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.

—Racial Skills: A flind's humanoid levels give it skill points equal to 5 × (2 + Int modifier, minimum 1). Its class skills are Listen and Spot. Flinds gain a +2 racial bonus on Charisma-based checks made to influence gnolls.

—Racial Feats: A flind's humanoid levels give it one feat.

—Weapon Familiarity: Flinds treat flindbars as martial weapons rather than exotic weapons.

— +2 natural armor bonus.

—Automatic Languages: Common, Gnoll. Bonus Languages: Draconic, Elven, Goblin, Orc.

—Favored Class: Ranger.

—Level adjustment +2.

GOATFOLK (IBIXIAN)

Medium Monstrous Humanoid
Hit Dice: 3d8+3 (16 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 15 (+2 natural, +3 studded leather), touch 10, flat-footed 15
Base Attack/Grapple: +3/+5
Attack: Greataxe +6 melee (1d12+3/×3) or head butt +5 melee (1d6+2)
Full Attack: Greataxe +6 melee (1d12+3/×3) and head butt +0 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., pack fervor
Saves: Fort +2, Ref +3, Will +2
Abilities: Str 15, Dex 11, Con 13, Int 8, Wis 8, Cha 10
Skills: Intimidate +4, Listen +4, Spot +4
Feats: Alertness, Weapon Focus (greataxe)
Environment: Temperate plains
Organization: Solitary, pair, brawl (3–5), or pack (21–30 plus 25% noncombatants plus 1 adept, cleric, or sorcerer of 3rd or 4th level and 1 barbarian of 4th or 5th level)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral
Advancement: 4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment: +1

Goatfolk

An amalgam of goat and human, this creature has a furry chest and legs that end in hooves.

Goatfolk are powerfully built goatlike creatures that resemble satyrs. Unlike their hedonistic and mischievous fey cousins, goatfolk are much more physically focused creatures who favor a barbarian lifestyle.

Goatfolk choose leaders by combat, and the strongest and most aggressive lead the pack. Thus, leadership is transitory and prone to challenge. Both males and females assert themselves and hold these temporary positions of power.

These creatures call themselves ibixians, and races that deal regularly with them use the proper name, but colloquially, they've been dubbed "goatfolk."

Goatfolk are bigger than most humans and almost all satyrs, standing about 6 to 6-1/2 feet tall and weighing about 250 pounds.

Goatfolk speak Common and their own language, Ibixian.

COMBAT

Goatfolk enjoy melee combat. They often start fights for the sheer pleasure of fighting.

Pack Fervor (Ex): An ibixian loves to brawl with or alongside others of its kind. Doing this increases its enjoyment of the fight and adds ferocity to its attacks. When an ibixian is within 30 feet of another goatfolk, it gains a +2 morale bonus on attack rolls and damage rolls and a +4 morale bonus on saving throws against fear effects.

Skills: Goatfolk have a +4 racial bonus on Intimidate checks.

GOATFOLK AS CHARACTERS

Goatfolk characters possess the following racial traits.

— +4 Strength, +2 Constitution, –2 Intelligence, –2 Wisdom.

—Medium size.

—An ibixian's base land speed is 30 feet.

—Darkvision out to 60 feet.

—Racial Hit Dice: An ibixian begins with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3 and Will +3.

—Racial Skills: An ibixian's monstrous humanoid levels give it skill points equal to 6 × (2 + Int modifier, minimum 1). Its class skills are Intimidate, Listen, Spot, and Survival. It has a +4 racial bonus on Intimidate checks.

—Racial Feats: An ibixian's monstrous humanoid levels give it two feats.

—Weapon Proficiency: An ibixian is proficient with the greataxe and all simple weapons.

— +2 natural armor bonus.

—Natural Weapons: Head butt (1d6).

—Special Qualities (see above): Pack fervor.

—Automatic Languages: Ibixian and Common. Bonus Languages: Elven, Giant, Gnome, Goblin, Sylvan.

—Favored Class: Barbarian.

—Level adjustment +1.

GOATFOLK IN EBERRON

Goatfolk settlements tend to lie in out-of-the-way places. The largest concentrations of ibixians can be found in the grassy steppes and foothills surrounding the Blackcap Mountains in northern Breland and southern Aundair. During the Last War, Aundair used conscripted goatfolk infantry units against armies from Breland and Thrane. After witnessing firsthand the effectiveness of the ibixian troops, Breland followed suit. In a battle known as the Clash of Horns, goatfolk from Aundair faced goatfolk from Breland on the field of battle. After a brief yet bloody skirmish, the ibixians on both sides joined forces and turned against the armies of Aundair and Breland. Both armies were routed, after which the surviving goatfolk retreated to the Blackcaps. They remain in hiding to this day, fearing reprisal for their treachery.

Illus. by D. Allsop

GOBLIN, FORESTKITH

This small, primatelike humanoid is covered in stiff, black fur except for its cruel and wild face.

These nocturnal hunters, also known as kith, are formidable despite their small size. Though they can easily stand upright, forestkith goblins tend to run and walk on all fours in a manner characteristic of primates, perhaps because their arms are longer than their legs. Their mouths sport very sharp teeth, and each hand and foot brandishes long, curved claws adapted for climbing. They spend most of their time in trees.

Forestkith goblins hunt most creatures that travel through their forest territories, ignoring only those creatures larger than a horse. In lean times, forestkith goblins often plan and execute sophisticated raids on humanoid frontier communities for food, preferring snatch-and-run tactics targeting the young.

A forestkith goblin stands about 3 feet tall and weighs about 40 pounds.

Forestkith goblins speak rudimentary Goblin but are illiterate.

COMBAT

Forestkith goblins excel at ambushes and use well-established tactics to fit the prey they seek. If fighting a larger group, they attack the weakest members with nets first, dragging the entangled victims away quickly to feed on them before going back for the rest.

Forestkith goblins attack obviously superior foes heedlessly with the same wild frenzy and loud, discordant screams that paralyze their weaker foes with fright. Their lust for the kill usually overwhelms concern for individual safety. Any attack on a more numerous, stronger, or more sophisticated foe can result in the whole forestkith goblin party being wiped out if it is not led by a druid kith elder, who alone possesses the wisdom and leadership to order a strategic retreat.

Discordant Frenzy (Ex): When melee ensues, forestkith goblins go into a frenzy, jumping about chaotically and screaming loudly. Creatures with 2 HD or fewer within 30 feet of at least three attacking forestkith goblins become shaken for 1d4 rounds unless they succeed on a DC 9 Will save. A creature that resists the effect cannot be affected by it for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Light Sensitivity (Ex): Forestkith goblins are dazzled in bright sunlight or within the radius of a *daylight* spell.

Tree Shape (Su): A forestkith goblin can change form into a small tree, shrub, or limb, equivalent to the *tree shape* spell as cast by a 12th-level druid. A forestkith goblin typically uses this ability at or near daybreak as a form of camouflage, due to its dislike for daylight.

A goblin cannot dismiss this effect, but it ends automatically at sunset or if the goblin takes damage.

Skills: Forestkith goblins have a +2 racial bonus on Jump checks. A forestkith goblin also has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. *A forestkith goblin gains a +4 racial bonus on Hide checks and Move Silently checks in forested areas, and it gains a +4 racial bonus on Craft (weaving) checks to create nets.

Illus. by V. Rams

Forestkith

FORESTKITH GOBLIN BARBARIAN

The best forestkith goblin hunters are barbarians. Despite their small size, these creatures are potent combatants, as tough as any dwarf or half-orc.

Combat

The save DC for this forestkith goblin barbarian's discordant frenzy is DC 9.

Rage (Ex): Once per day, this forestkith barbarian can enter a state of fierce rage that lasts 7 rounds. The following changes are in effect as long as he rages: AC 15 (touch 11, flat-footed 13); hp increase by 2; Atk +7 melee (1d10+5/×3, greataxe) or +4 ranged (special, masterwork net); Full Atk +7 melee (1d10+5/×3, greataxe) or +4 ranged (special, masterwork net); SV Fort +6, Will +3; Str 19, Con 18. At the end of his rage, the forestkith barbarian is fatigued for the remainder of the encounter.

FORESTKITH GOBLIN SOCIETY

Forestkith goblins do not have a sophisticated culture or written language. The only tools they routinely make are their nets, which are highly prized by hunters for their masterwork quality.

Forestkith goblins are nomadic hunters and have no established home, but roam a well-defined territory, usually 5 square miles per group member. Forestkith goblins hunt until the rays of daylight make their way through the forest canopy, whereupon they immediately go to sleep in their tree shape wherever they are standing.

They operate with a semblance of pack unity and coordination only when executing ambushes or raids for food. Forestkith goblins encountered alone are usually social outcasts.

	Forestkith Goblin, 1st-Level Warrior Small Humanoid (Goblinoid)	Forestkith Goblin, 1st-Level Barbarian Small Humanoid (Goblinoid)
Hit Dice:	1d8 (4 hp)	1d12+2 (14 hp)
Initiative:	+2	+2
Speed:	30 ft. (6 squares), climb 20 ft.	30 ft. in hide armor (6 squares), climb 15 ft.; base speed 40 ft.
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12	17 (+1 size, +2 Dex, +1 natural, +3 hide armor), touch 13, flat-footed 15
Base Attack/Grapple:	+1/+2	+1/–1
Attack:	Bite +3 melee (1d4+1) or masterwork net +4 ranged (see text)	Greataxe +5 melee (1d10+3/×3) or masterwork net +4 ranged (see text)
Full Attack:	Bite +3 melee (1d4+1) or masterwork net +4 ranged (see text)	Greataxe +5 melee (1d10+3/×3) or masterwork net +4 ranged (see text)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Discordant frenzy	Discordant frenzy, rage
Special Qualities:	Darkvision 60 ft., light sensitivity, tree shape	Darkvision 60 ft., fast movement, light sensitivity, tree shape
Saves:	Fort +2, Ref +2, Will +0	Fort +4, Ref +2, Will +1
Abilities:	Str 12, Dex 15, Con 11, Int 6, Wis 10, Cha 9	Str 15, Dex 15, Con 14, Int 8, Wis 12, Cha 8
Skills:	Climb +9, Craft (weaving) +0*, Hide +6*, Jump +5, Move Silently +2*	Climb +11, Hide +4*, Jump +5, Move Silently +2*
Feats:	Improved Grapple	Weapon Focus (greataxe)
Environment:	Temperate forests	Temperate forests
Organization:	Solitary (outcast), family (3–6), pack (6–16 plus one 3rd-level barbarian kith leader), or troop (14–34 plus three 3rd-level barbarian kith leaders and one 5th-level druid kith elder)	Solitary or war party (1–3 plus 2–5 1st-level warriors)
Challenge Rating:	1/2	1
Treasure:	No coins, no goods, standard items plus masterwork net	No coins, no goods, standard items plus masterwork net
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+1	+1

Political currency in forestkith goblin society is defined only by who can guarantee the most food. Leaders can be either male or female, determined by who can devise and orchestrate the most lethal ambushes and raids as well as personally lead the charge. The leader of a forestkith goblin pack is a barbarian of at least 3rd level, while the leader of troop is a druid elder of at least 5th level.

FORESTKITH GOBLINS AS CHARACTERS

Forestkith goblin characters possess the following racial traits.

— +2 Dexterity, –2 Intelligence.

—Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

—A forestkith goblin's base land speed is 30 feet.

—Darkvision out to 60 feet.

—Racial Skills: +2 racial bonus on Jump checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Forestkith goblins gain a +4 racial bonus on Hide and Move Silently checks in forested areas. They gain a +4 racial bonus on Craft (weaving) checks to create nets.

—Weapon Familiarity. Forestkith goblins treat nets as martial weapons rather than as exotic weapons.

— +1 natural armor bonus.

—Special Attacks (see above): Discordant frenzy.

—Special Qualities (see above): Light sensitivity, tree shape.

—Automatic Languages: Goblin. Bonus Languages: Common, Elven, Giant, Orc.

—Favored Class: Barbarian.

—Level adjustment +1.

The forestkith goblin warrior presented here had the following ability scores before racial adjustments: Str 12, Dex 13, Con 11, Int 8, Wis 10, Cha 9.

The forestkith goblin barbarian presented here had the following ability scores before racial adjustments: Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

GOLEM

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces.

Immunity to Magic (Ex): Golems have immunity to magical and supernatural effects that allow spell resistance. Exceptions are noted.

ALCHEMICAL GOLEM

Large Construct
Hit Dice: 22d10+30 (151 hp)
Initiative: +1
Speed: 20 ft. (4 squares) (can't run)
Armor Class: 26 (–1 size, +1 Dex, +16 natural), touch 10, flat-footed 25
Base Attack/Grapple: +16/+26
Attack: Slam +21 melee (2d8+9 plus 2d6 acid)
Full Attack: 2 slams +21 melee (2d8+9 plus 2d6 acid)
Space/Reach: 10 ft./10 ft.
Special Attacks: Acidic touch, berserk, breath weapon
Special Qualities: Alchemical healing, construct traits, damage reduction 10/adamantine and 20/piercing or slashing, darkvision 60 ft., immunity to magic, low-light vision, rupture
Saves: Fort +7, Ref +8, Will +7
Abilities: Str 23, Dex 12, Con —, Int —, Wis 10, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 11
Treasure: None
Alignment: Always neutral
Advancement: 23–33 HD (Large); 34–44 HD (Huge)
Level Adjustment: —

A large, humanoid-shaped creature with swollen, unformed features lumbers toward you. Fluid bulges beneath its skin.

The body of an alchemical golem is composed of a single tough, transparent membrane in the shape of a humanoid, with the face usually mimicking the appearance of its creator. Inside the membrane is a swirling collection of toxic, oily chemicals, which merge and separate at random, and

PLANAR GOLEMS

Planar golems, such as the gloom golem and prismatic golem, are special kinds of constructs made from the matter of an Outer Plane. Building one is a task suited only to those who can control the very essences of the planes.

A planar golem may be constructed only on the plane from which it is crafted. A spirit from the planar matter is trapped by a powerful magic item and then bound to the creator's will. The matter is extremely difficult to shape, always destroying the expensive item in the process.

Planar golems are notoriously difficult to control, because planes have their own characteristics that override those of the golems' forgers. A planar golem takes on some traits of the plane it comes from. The creator of the planar golem, as well as anyone who would control it, must be of an alignment matching that of the plane used to create the golem. If the controller's alignment changes, the golem becomes uncontrolled until the controller returns to the former alignment.

Planar golems have the extraplanar subtype unless on their home plane. Planar golems otherwise follow the normal rules for golems as detailed in the *Monster Manual* Golem entry (page 134).

CREATING NEW PLANAR GOLEMS

Two types of planar golems are introduced in this book: the gloom golem (from the Gray Waste of Hades) and the prismatic golem (from the Blessed Fields of Elysium). Other types of planar golems can be created from the matter of other planes. They include the following:

Amorphion (Ever-Changing Chaos of Limbo): Comprised of churning stone, water, fire, air, and color, an amorphion emanates a continual aura of chaos that causes spells or spell-like abilities in the affected area to go awry, as though affected by the wild magic planar trait (see pages 149–150 of the *Dungeon Master's Guide* for details).

Ash Golem (Bleak Eternity of Gehenna): Made from the pyroclastic ash of Gehenna, this golem resembles a giant ashen skeleton surrounded by a cloud of blinding hot cinders.

Battleglory (Heroic Domains of Ysgard): This golem is made from the bones, armor, and weapons of a dozen slain barbarians, knitted into a single shambling form that fights relentlessly.

Gear Golem (Clockwork Nirvana of Mechanus): A clockwork creature, this precision golem grinds and ratchets implacably toward its foes. It can grab foes and hold them against its whirling gears, grinding and crushing them.

Mindstrike Golem (Windswept Depths of Pandemonium): This hideous golem feeds on sanity and resembles a 15-foot-long worm composed of black blood. Its bite transforms its wounded victims into screaming, deluded maniacs.

Perfector (Peaceable Kingdoms of Arcadia): This golem is fashioned from polished silver and gold, perfectly formed into the shape of an archon, formian, or other lawful being. It can burn evil creatures with its luminous gaze, and its touch can also lift curses and cure maladies.

Sentinel of Mithardir (Olympian Glades of Arborea): The body of this golem resembles an elf formed out of chalky white dust lifted from the endless desert of Mithardir, Arborea's third layer. Lightning plays across the surface of the golem as it walks. In battle, the golem can channel this electricity into its dusty fists or hurl lightning bolts at distant foes.

Shacklelock Golem (Tarterian Depths of Carceri): This golem resembles a shambling mass of chains, shackles, and manacles, created to entwine and bind its foes.

Valorhammer (Seven Mounting Heavens of Celestia): This golem resembles a winged dwarf fashioned from pure white alabaster and adorned with inlaid mithral filigree. It can smite evil, and the mithral warhammer it wields is treated as a holy merciful weapon in its stony hands alone.

Woodwrath Golem (Wilderness of the Beastlands): A rolling mass of rustling leaves, sharpened twigs, and wooden spikes deals piercing damage in addition to trampling its foes into the ground.

give the creature life. An alchemical golem wears no clothing and has no possessions. Despite the membrane that keeps the ingredients inside, the golem gives off a faint, acrid smell.

An alchemical golem is 9 feet tall and weighs 4,000 pounds. Alchemical golems cannot speak.

Combat

An alchemical golem can be a particularly dangerous opponent, because the mere act of damaging it releases toxic chemicals that burn the skin and choke the lungs. Wise combatants use ranged attacks against alchemical golems.

Acidic Touch (Ex): An alchemical golem's surface gleams with acid. The merest touch of the construct deals 2d6 points of acid damage. Any creature that touches an alchemical golem (such as with a grapple attack or touch spell) takes this damage as well.

Berserk (Ex): The same noxious mixture of ingredients that gives an alchemical golem life also makes it unstable. When an alchemical golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature, or smashing an object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once the golem goes berserk, no known method can reestablish control.

Breath Weapon (Su): 15-foot cone, once every 1d4+1 rounds, 5d6 acid, Reflex DC 21 half. All creatures in the toxic, acidic cone must also make a DC 21 Fortitude save to avoid breathing in the poisonous fumes taking 2 points of Constitution damage. The save DCs are Constitution-based.

Alchemical Healing (Ex): An alchemical golem does not heal as normal. An alchemical golem can consume a large barrel of a special alchemical mixture worth 500 gp to restore itself to full hit points. It takes 2 full rounds for an alchemical golem to consume the liquid. Because of this, creators of alchemical golems commonly leave a vat or two of this substance near a golem in case it is damaged.

Alchemical golem

Immunity to Magic (Ex): An alchemical golem is immune to all spells, spell-like abilities, and supernatural effects that allow spell resistance, except as follows.

A *neutralize poison* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw.

A *poison* spell heals all its lost hit points.

Rupture (Ex): Any single hit that deals at least 10 points of damage punctures an alchemical golem's membrane. This releases a spray of chemicals that fills a 5-foot square in the direction from which the attack originated, its effects are identical to the breath weapon listed above. The membrane then closes, reducing the spill to a mere trickle.

When an alchemical golem is reduced to 0 hit points (by any source), the membrane collapses, spilling out all the remaining chemicals. The noxious materials fill a 15-foot radius with the same effect as the breath weapon.

Construction

An alchemical golem's body is made from a complex series of noxious alchemical liquids poured into a tough, humanoid-shaped membrane.

The golem's cost includes 2,000 gp for the construction of the body. Creating the body is a complex task that requires a DC 20 Craft (alchemy) check.

CL 14th; Craft Construct (see page 206), *geas/quest, limited wish, poison,* and *polymorph any object,* caster must be at least 14th level; Price 70,000 gp; Cost 36,000 gp + 2,720 XP.

ALCHEMICAL GOLEMS IN EBERRON

Tzandro Kavalant, a senior mentor at the Tower of Alchemy in Arcanix, teaches his pupils the secrets of alchemical golem creation—secrets he learned, allegedly, from flesh-eating witches in the Byeshk Mountains. Most of Khorvaire's most gifted alchemists have their own handwritten, potion-stained copy of *Kavalant's Alcheme* (a large and rambling tome) tucked away on some dusty shelf, if not an alchemical golem guarding their precious supplies.

ALCHEMICAL GOLEMS IN FAERÛN

Alchemical golems are prevalent across Faerûn, usually found guarding wizards' workshops and dank dungeons. Some Faerûnian alchemical golems have modified breath weapons that deal other types of ability damage instead of (or in addition to) Constitution damage, while the Red Wizards of Thay have created variants that spew great gouts of alchemist's fire or entangling goo (similar to that found in a tanglefoot bag) instead of acid.

Illus. by M. Tedin

GLOOM GOLEM

Large Construct (Evil, Extraplanar)
Hit Dice: 8d10+30 (74 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 22 (–1 size, +2 Dex, +11 natural), touch 11, flat-footed 20
Base Attack/Grapple: +6/+14
Attack: Claw +9 melee (1d8+4 plus 1d6 Cha) or spiked chain +9 melee (2d6+6 plus 1d6 Cha)
Full Attack: 2 claws +9 melee (1d8+4 plus 1d6 Cha) or spiked chain +9/+4 melee (2d6+6 plus 1d6 Cha)
Space/Reach: 10 ft./10 ft. (spiked chain up to 20 ft.)
Special Attacks: Crushing despair, touch of woe
Special Qualities: Construct traits, damage reduction 10/good, darkvision 60 ft., immunity to magic, low-light vision
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 18, Dex 15, Con —, Int —, Wis 11, Cha 15
Skills: Move Silently –8
Feats: —
Environment: Gray Waste of Hades
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral evil
Advancement: 9–12 HD (Large); 13–16 HD (Huge)
Level Adjustment: —

Illus. by T. Wayshak

Gloom golem

This misshapen ogrelike brute has taut flesh with a claylike texture. Howls of pain issue from a gaping black orifice where its face should be. Tormented visages press out from beneath its membranous skin, as though other creatures trapped inside it were clamoring for release.

Creatures of pure malevolence and woe, gloom golems haunt the layers of Hades, thriving on the misery and despair they inflict on others. The feelings of woe they absorb from their fallen victims manifest as tormented visages pressing against the inside of their skin. However, gloom golems do not actually absorb the bodies of their prey.

From a distance, a gloom golem could be mistaken for an ogre, although up close it lacks finer features. The gray substance that makes up its body comes from the three layers of Hades and carries a foul stench. A gloom golem stands 10 feet tall and weighs 950 pounds.

Gloom golems howl incessantly but do not communicate.

Combat

A gloom golem attacks with its two claws, although it can wield weapons as well. Its preferred weapon is the spiked chain. When using a spiked chain, a gloom golem gains 10 feet on its reach and gets a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid being disarmed if such an attempt fails). It can also use the spiked chain to make trip attacks, dropping it to avoid being tripped if its own attempt to trip fails.

A gloom golem's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Crushing Despair (Su): Creatures within 30 feet of a gloom golem who hear its incessant howl must succeed on a DC 16 Will save or take a –2 penalty on attack rolls, saving throws, skill checks, ability checks, and weapon damage rolls. The penalties last until the golem is destroyed, for only then is the victim's despair lifted. A *good hope* spell counters this mind-affecting compulsion. The save DC is Charisma-based.

Touch of Woe (Ex): A creature wounded by a gloom golem must succeed on a DC 16 Will save or take 1d6 points of Charisma drain. As the creature loses Charisma, it becomes more miserable and withdrawn until, at 0 Charisma, it collapses into a nightmare-filled coma. The save DC is Charisma-based.

Skills: Due to its incessant howling, a gloom golem takes a –10 penalty on Move Silently checks.

Construction

A gloom golem's body is crafted from a single block of clay taken from the banks of the River Styx as it flows through the Gray Wastes of Hades. The block weighs at least 1,000 pounds and costs 10,000 gp. Assembling the body requires both a DC 21 Craft (sculpting) check and a DC 21 Knowledge (the planes) check.

CL 11th; Craft Construct (see page 206), *crushing despair, limited wish, planar binding, polymorph any object,* caster must be evil and at least 11th level; Price 40,000 gp; Cost 25,000 gp + 1,200 XP.

GLOOM GOLEMS IN EBERRON

In the Eberron campaign setting, gloom golems are created on the plane of Mabar, the Endless Night, and are often referred to as Mabarak golems or doomhowlers.

GLOOM GOLEMS IN FAERÛN

In the Forgotten Realms campaign setting, gloom golems are created on the Barrens of Doom and Despair.

HANGMAN GOLEM

Large Construct
Hit Dice: 18d8+30 (111 hp)
Initiative: +2
Speed: 30 ft. (6 squares) (can't run)
Armor Class: 27 (–1 size, +2 Dex, +16 natural), touch 11, flat-footed 25
Base Attack/Grapple: +13/+25
Attack: Slam +20 melee (2d8+12)
Full Attack: 2 slams +20 melee (2d8+12)
Space/Reach: 10 ft./20 ft.
Special Attacks: Constrict 2d8+12, improved grab, rope whirlwind, strangle
Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision, unravel, vulnerability to fire
Saves: Fort +6, Ref +8, Will +6
Abilities: Str 26, Dex 14, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 13
Treasure: None
Alignment: Always neutral
Advancement: 19–27 HD (Large); 28–36 HD (Huge)
Level Adjustment: —

Two glowing eyes peer from this tall humanoid-shaped creature composed of twisted ropes.

Also called rope golems, hangman golems are composed of numerous ropes that are twisted and wrapped into the shape of a humanoid figure.

A hangman golem stands almost twice the height of a normal human, and its face is only a rough outline, with two pure white globs of energy burning where the eyes would be.

A hangman golem cannot speak, but it expresses acknowledgement of commands with the twisting of ropes. Hangman golems stand 10 feet tall and weighs 600 pounds.

Combat

A hangman golem is a ferocious combatant that tries to close with opponents before unleashing its rope whirlwind. If it is guarding a location or object, it typically unravels itself to appear like a long-disused rope to catch intruders by surprise.

Constrict (Ex): A hangman golem deals automatic slam damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a hangman golem must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Rope Whirlwind (Ex): Every 1d4 rounds, a hangman golem can extend a number of ropes and spin, making a single slam attack against each creature within 10 feet. A hangman golem can't use its improved grab ability in conjunction with this ability.

Strangle (Ex): When a hangman golem grapples a living opponent, it can make a strangle attack as a standard action against the foe it grapples. The hangman golem and its foe make opposed grapple checks (or the foe can oppose with an Escape Artist check). If the hangman golem exceeds its opponent's grapple check by 10 or more, it squeezes the breath from that opponent, and in addition to taking constrict damage, the foe is dazed for 1 round if it fails a DC 19 Fortitude save.

Immunity to Magic (Ex): A hangman golem is immune to all spells, spell-like abilities, and supernatural effects that allow spell resistance, except as follows.

Animate rope hastens the golem (as if by the *haste* spell) for 5 rounds.

Rope trick paralyzes the golem for 1 round (no save).

Unravel (Ex): Once per day as a standard action, a hangman golem can unravel its form to become a heap of tangled ropes that fills a 10-foot-by-10-foot area. While in this form, a hangman golem cannot attack or move, but it gains fast healing 10. A hangman golem can reform into its humanoid appearance as a full-round action.

Construction

A hangman golem's body is crafted from numerous magically treated ropes that cost 1,250 gp. Creating the body is a complex task that requires a DC 20 Craft (weaving) check. Five or more ranks in the Use Rope skill grants a +2 bonus on the Craft check.

CL 16th; Craft Construct (see page 206), *animate rope, geas/quest, limited wish, polymorph any object*, caster must be at least 16th level; Price 144,000 gp; Cost 72,625 gp + 5,710 XP.

Hangman golem

Illus. by R. Horsley

MUD GOLEM

Large Construct
Hit Dice: 15d10+30 (112 hp)
Initiative: –1
Speed: 20 ft. (4 squares) (can't run), swim 20 ft.
Armor Class: 21 (–1 size, –1 Dex, +13 natural), touch 8, flat-footed 21
Base Attack/Grapple: +11/+22
Attack: Slam +17 melee (2d10+10)
Full Attack: 2 slams +17 melee (2d10+10)
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, engulf
Special Qualities: Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision
Saves: Fort +5, Ref +4, Will +5
Abilities: Str 24, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills: Hide –5*, Swim +15
Feats: —
Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 11
Treasure: None
Alignment: Always neutral
Advancement: 16–22 HD (Large); 23–30 HD (Huge)
Level Adjustment: —

This humanoid mass of mud stands twice the height of a normal human.

Illus. by A. Rex

Mud golems are large, anthropomorphic creatures composed entirely out of slippery mud. They are hulking figures with crudely shaped but strong limbs. Their faces are just as rough, with a mouth and two eye sockets that are just scooped-out holes with dim glowing red spheres burning in the depressions.

A mud golem stands about 10 feet tall and weighs 600 pounds. Mud golems cannot speak, other than to utter groans and moans.

Combat

A mud golem fights best from the bank of a river, lake, pool, or cistern, where it buries itself into the muck. Once an opponent comes by, it leaps out and tries to engulf the creature.

Breath Weapon (Su): Spray of slippery mud; 15-foot cone, once every 1d3 rounds. This spray does no damage, but everyone in the area must make a DC 17 Reflex save or be blinded for 1d3 rounds. In addition, the breath weapon leaves a very slippery mud residue, equivalent to a *grease* spell (Reflex DC 17). The mud remains slippery for 1 hour before it dries out. The save DCs are Constitution-based.

Engulf (Ex): A mud golem can try to wrap a Medium or smaller creature in its body as a standard action. The mud golem attempts a grapple that does not provoke attacks of opportunity. If it wins the grapple check, it establishes a hold and slams the engulfed victim with a +4 bonus on the attack roll.

Attacks that hit an engulfing mud golem deal half their damage to the monster and half to the trapped victim.

While engulfed, a victim can do nothing but try to break free, by succeeding on an opposed grapple check. A mud golem can engulf 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine opponents at a time.

An engulfed creature has no air to breathe, and there is a chance it will begin to drown (see Drowning, page 304 of the *Dungeon Master's Guide*).

Immunity to Magic (Ex): A mud golem is immune to all spells, spell-like abilities, and supernatural effects that allow spell resistance, except as follows.

A *transmute mud to rock* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw.

A *transmute rock to mud* spell heals all its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure, but it negates the mud golem's damage reduction for 1 round.

Skills: A mud golem has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A mud golem's body blends in extremely well when it is submerged in mud, conferring a +15 circumstance bonus on Hide checks in those situations.

Mud golem

Construction

A mud golem's body is made from special mud found in magically charged areas or created through magical means.

The golem cost includes 1,000 gp for the construction of the body. Creating the body is a complex task that requires a DC 15 Craft (pottery) or a DC 15 Craft (sculpting) check.

CL 14th; Craft Construct (see page 206), *geas/quest, limited wish, polymorph any object, transmute rock to mud,* caster must be at least 14th level; Price 65,000 gp; Cost 33,000 gp + 2,560 XP.

PRISMATIC GOLEM

Large Construct (Extraplanar, Good, Incorporeal)
Hit Dice: 20d10+30 (140 hp)
Initiative: +11
Speed: Fly 50 ft. (perfect) (10 squares)
Armor Class: 36 (–1 size, +11 Dex, +16 deflection), touch 36, flat-footed 25
Base Attack/Grapple: +15/—
Attack: Incorporeal touch +14 melee (prismatic touch)
Full Attack: 2 incorporeal touches +14 melee (prismatic touch)
Space/Reach: 10 ft./5 ft.
Special Attacks: Prismatic body, prismatic touch
Special Qualities: Blindsight 60 ft., construct traits, damage reduction 10/evil, darkvision 60 ft., immunity to magic, incorporeal traits, low-light vision, moral code
Saves: Fort +6, Ref +17, Will +6
Abilities: Str —, Dex 33, Con —, Int —, Wis 11, Cha 11
Skills: —
Feats: —
Environment: Blessed Fields of Elysium
Organization: Solitary
Challenge Rating: 18
Treasure: None
Alignment: Always neutral good
Advancement: 21–30 HD (Large); 31–40 HD (Huge)
Level Adjustment: —

A 10-foot-diameter sphere of scintillating, multicolored light glides silently toward you.

A prismatic golem is a construct of pure light gathered from the luminescence of the plane of Elysium. Celestial spellcasters, always endeavoring to achieve the art of perfection, find that light compacted to its essence makes for a radiant servant.

A prismatic golem has no weight and cannot speak, although it nods to acknowledge a valid command.

Combat

When commanded, a prismatic golem moves up to a foe and strikes him with its tendrils. The golem is disarmingly fast and elusive, so it never hesitates to distance itself from those who can hurt it.

Prismatic Body (Su): A prismatic golem's body is comprised of scintillating colors. Creatures with 8 HD or fewer within 20 feet of a prismatic golem are blinded for 2d4 rounds by the flashing colors (no save). Any creature that touches a prismatic golem is treated as though the golem had hit it with its prismatic touch attack. A prismatic golem can be seen from miles away, and provides illumination as a *daylight* spell at all times.

Prismatic Touch (Su): A prismatic golem attacks with luminous tendrils that extend from its body. A tendril's color is determined randomly, since the golem lacks the intelligence to choose colors on its own. The effect of the touch attack is based on the tendril's color, as shown on the following table. The save DCs are Charisma-based.

d8	Color	Effect
1	Red	5d6 points of fire damage
2	Orange	5d6 points of acid damage
3	Yellow	5d6 points of electricity damage
4	Green	10d6 points of damage (as *disintegrate* spell; Fortitude DC 20 half)
5	Blue	5d6 points of cold damage
6	Indigo	*Insanity* (as spell; Will DC 20 negates)
7	Violet	5d6 points of sonic damage
8	White	5d6 points of force damage

Immunity to Magic (Ex): A prismatic golem is immune to any spell or spell-like ability that allows spell resistance. In addition, some spells and effects function differently against the creature, as noted here.

A *prismatic spray* heals the golem of 3d8 points of damage +1 point per caster level (maximum 3d8+15). Contact with a *prismatic wall* or *prismatic sphere* also heals the golem in this way, and ends the spell's effect.

Moral Code: Though unintelligent, a prismatic golem is imprinted with the moral code of its creator. It will cease to function on its controller's behalf if given any instructions that conflict with that moral code, regardless of whether the creator's ethics change.

Prismatic golem

Construction

Crafted from gems exposed to the glorious light of Elysium, a prismatic golem's body costs 50,000 gp to construct. Assembling the body requires both a DC 22 Craft (sculpting) check and a DC 22 Knowledge (the planes) check.

CL 17th; Craft Construct (see page 206), *greater planar binding, polymorph any object, prismatic sphere, wish,* caster must be good and at least 17th level; Price 250,000 gp; Cost 150,000 gp + 8,000 XP.

PRISMATIC GOLEMS IN EBERRON

In the Eberron campaign setting, prismatic golems are created on the plane of Syrania, the Azure Sky, and are often referred to as Syranian golems.

Illus. by R. Lemen

SHADESTEEL GOLEM

This 7-foot-tall shadowy automaton is crafted from a matte black metal that seems to absorb light. A mist fills the hollow spaces between its skeletal frame, and its two long arms end in sharp metal claws. A dour, skull-shaped head surmounts its broad torso, but the construct has no neck to speak of. It moves slowly but silently, hovering slightly above the ground and disturbing nothing as it passes.

Crafted from metal mined and forged entirely on the Plane of Shadow, shadesteel golems are silent and powerful guardians. Necromancers, liches, and vampires create these planar golems to defend their crypts from clerics or paladins unlikely to be hampered by undead minions.

Those seeing a shadesteel golem often mistakenly identify it as undead, since it has a dark shadowy appearance and moves as quietly as a wraith. Unlike most constructs, a shadesteel golem is very stealthy, capable of blending into even the faintest of shadows. Their creators use them as hidden guardians in conjunction with more obvious deterrents, such as iron golems or zombies.

A shadesteel golem stands 7 feet tall and weighs about 1,500 pounds, though it usually floats with such ease that it appears to be almost weightless.

Illus. by S. Wood

Shadesteel golem

COMBAT

A shadesteel golem is mindless and follows whatever orders its master gives it. A golem's creator can command it if the golem is within 60 feet and can see and hear her. If uncommanded, the golem usually follows its last instruction to the best of its ability, though the golem always returns attacks made against it. The creator can give the golem a simple command to govern its actions in her absence, such as "Attack any living creature that enters this room." Like most constructs, it fights to the death unless commanded to retreat.

Negative Pulse Wave (Su): The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 19 Fortitude save halves the damage; the save DC is Constitution-based. Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A *death ward* spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.

Immunity to Magic (Ex): A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also hasted whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified the creature as a nightwalker or other undead, or if the golem is standing near undead.

If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed of 1 point of damage per level of the spell.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

Skills: A shadesteel golem has a +16 racial bonus on Move Silently checks and a +12 racial bonus on Hide checks.

Construction

A shadesteel golem must be created entirely on the Plane of Shadow, using 1,500 pounds of steel tempered with rare shadow-liquids. This shadow-tempered steel costs 10,000 gp to create. The creator must then make a DC 30 Craft (armorsmithing) check to forge the golem's body.

CL 17th; Craft Construct (see page 206), *energy drain*, *geas/quest*, *limited wish*, *polymorph any object*, *shades*, caster must be at least 17th level; Price 130,000 gp; Cost 70,000 gp + 4,800 XP.

Tactics Round-by-Round

A shadesteel golem is incapable of devising its own tactics, but its master certainly does not suffer the same deficiency. Paired with a few undead, a shadesteel golem can be the perfect sentry, using its pulse wave to heal its allies and weaken its opponents. A savvy master gives the construct instructions to delay the use of its negative pulse wave for a few rounds, so as to maximize its benefit for healing the undead. The following tactics assume the golem is backed up by five greater shadows (an EL 13 encounter).

Prior to combat: Their creators often place shadesteel golems atop a *symbol of death*. When the golem moves to attack, the *symbol* is revealed. The golem's chamber is always dimly lit, to take advantage of the construct's ability to blend into shadows.

Round 1: Charge the nearest opponent, slamming once. The shadows circle and engage, looking for weak prey but staying within 40 feet of the golem.

Round 2: Slam foe twice. The shadows drain the Strength of nearby enemies.

Round 3: Release negative pulse wave, damaging all foes within 40 feet and healing any injured shadows. Follow up with another two slam attacks (or charge another foe, if the

	Shadesteel Golem Medium Construct (Extraplanar)	Greater Shadesteel Golem Large Construct (Extraplanar)
Hit Dice:	18d10+20 (119 hp)	27d10+30 (178 hp)
Initiative:	+3	+2
Speed:	30 ft. (6 squares), fly 30 ft. (perfect)	30 ft. (6 squares), fly 30 ft. (perfect)
Armor Class:	33 (+3 Dex, +20 natural), touch 13, flat-footed 33	33 (–1 size, +2 Dex, +22 natural), touch 11, flat-footed 31
Base Attack/Grapple:	+13/+20	+20/+36
Attack:	Slam +20 melee (2d6+7)	Slam +31 melee (2d10+12)
Full Attack:	2 slams +20 melee (2d6+7)	2 slams +31 melee (2d10+12)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Negative pulse wave	Negative pulse wave
Special Qualities:	Construct traits, damage reduction 10/adamantine and magic, darkvision 60 ft., immunity to magic, low-light vision	Construct traits, damage reduction 15/adamantine and magic, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +6, Ref +9, Will +6	Fort +9, Ref +11, Will +9
Abilities:	Str 24, Dex 16, Con —, Int —, Wis 11, Cha 7	Str 34, Dex 14, Con —, Int —, Wis 11, Cha 7
Skills:	Hide +15, Move Silently +19	Hide +10, Move Silently +18
Feats:	—	—
Environment:	Plane of Shadow	Plane of Shadow
Organization:	Solitary or team (1 plus 2d4 greater shadows)	Solitary or team (1 plus 2d6 greater shadows)
Challenge Rating:	11	14
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	19–26 HD (Medium); 27–40 HD (Large); 41–54 HD (Huge)	28–40 HD (Large); 41–54 HD (Huge)
Level Adjustment:	—	—

pulse wave killed opponents). The shadows, newly healed, continue their assault.

Round 4: Continue slamming foes. Release another pulse wave every 1d4+1 rounds.

If the golem's master is present, on the other hand, the fight is very different. While the tactics of a high-level wizard are many and varied, one way in which the master can use the shadesteel golem to best tactical advantage is to cast shadow spells that heal the golem while damaging any enemies. For example, she might cast *greater shadow evocation* to create an illusory *chain lightning* spell, targeting the most powerful opponent, then striking the remaining party members before arcing back to hit the golem (and heal it). If the master is a lich, vampire, or other undead creature, she tries to stay within 40 feet of the golem, so that she benefits from the healing properties of the negative pulse wave.

GREATER SHADESTEEL GOLEM

A greater shadesteel golem stands 11 feet tall and weighs about 4,000 pounds.

Combat

Greater shadesteel golems use the same techniques and tactics as ordinary shadesteel golems. Its negative pulse wave has a save DC of 23.

SHADESTEEL GOLEMS IN EBERRON

Jahakinir the Shadow-Wizard, a lich of terrible power, created the first four shadesteel golems on the plane of Mabar, the Endless Night, and offered them to his vampiric apprentice, Osilvune. He then sent his apprentice forth to raise a kingdom on Eberron. Osilvune became ruler of her own demesne, but her ambition brought her too many enemies. One day, she simply vanished from the face and depths of the world. Her servants claim that she hid her wealth in secret subterranean vaults guarded by Jahakinir's shadesteel golems, but these sepulchers have never been found. Whether the lich created other shadesteel golems and whether the secrets of their construction have been passed on remain mysteries as well.

SHADESTEEL GOLEMS IN FAERÛN

The human empire of Imaskar gave rise to the first shadesteel golems, which were built to guard the vast troves of Imaskar's evil wizard-kings. Other rulers from different realms have sponsored expeditions into Imaskar's known ruins to unearth the lost knowledge of shadesteel golem construction, but it is not known whether these explorations have borne fruit.

WEB GOLEM

Large Construct
Hit Dice: 11d10+30 (90 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 20 (–1 size , +3 Dex, +8 natural), touch 12, flat-footed 17
Base Attack/Grapple: +8/+17
Attack: Slam +12 melee (2d10+7)
Full Attack: 2 slams +12 melee (2d10+7) and bite +7 melee (1d6+2 plus poison)
Space/Reach: 10 ft./15 ft.
Special Attacks: Poison, *web*
Special Qualities: Adhesive, construct traits, damage reduction 10/adamantine, darkvision 60 ft., fast healing 5, immunity to magic, low-light vision, spider climb, vulnerability to fire
Saves: Fort +3, Ref +6, Will +3
Abilities: Str 20, Dex 17, Con —, Int —, Wis 11, Cha 1
Skills: Hide –1*
Feats: —
Environment: Any
Organization: Solitary (often with a Huge monstrous spider) or gang (2–4 plus 2d4 Huge monstrous spiders)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 12–16 HD (Large); 17–22 HD (Huge)
Level Adjustment: —

This vaguely humanoid-shaped creature is composed entirely of webs, except for its eight spider-like eyes and sharp mandibles.

A web golem is a construct entirely composed of thick layers of spider webbing. The body is only the roughest shape of a humanoid, with two arms, two legs, and a stumpy head, but little definition. Its long, powerful arms can reach up to 15 feet. The golem has eight multifaceted eyes and the poisonous fangs of a giant spider.

A web golem stands roughly 8 feet tall, and despite the gossamer nature of its webbing weighs 500 pounds.

A web golem cannot speak and gives off no discernable scent.

Combat

Like a spider, a web golem lurks on high ceilings out of reach of its prey, catching as many opponents as possible in its webs before descending to finish them off.

Poison (Ex): Bite, Fortitude DC 15; initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Web (Sp): A web golem can use a *web* effect, as the spell (DC 13), three times per day. Caster level 10th.

Adhesive (Ex): A web golem is extremely sticky. Anyone who makes an unsuccessful melee attack against a web golem must succeed on a DC 20 Reflex save, or the attacker's weapon sticks to the web golem and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they fail the save. Pulling a stuck weapon or limb loose from a web golem requires a DC 20 Strength check. The save DC and check DC are Strength-based.

Immunity to Magic (Ex): A web golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells function differently against the creature, as noted below.

A *grease* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw.

A web golem's movement is not inhibited by a *web* spell.

Spider Climb (Su): A web golem has a continuous *spider climb* ability, as the spell.

Skills: *A web golem's body allows it to blend in extremely effectively when hiding among other giant spider webs, conferring a +15 circumstance bonus on Hide checks.

Construction

A web golem's body is made from layer upon layer of webbing harvested from monstrous spiders. The material costs 1,000 gp for construction of the body. Creating the body is a complex task that requires a successful DC 20 Craft (weaving) or Profession (silkmaker) check.

CL 14th; Craft Construct (see page 206), *geas/quest, limited wish, poison, polymorph any object, spider climb, web,* caster must be at least 14th level; Price 65,000 gp; Cost 33,000 gp + 2,560 XP.

WEB GOLEMS IN EBERRON

The giants of Xen'drik used web golems to guard their sealed vaults; some still linger there in ancient ruins.

Illus. by L. Minnis

Web golem

GRIMWEIRD

Medium Undead
Hit Dice: 12d12 (78 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 20 (+1 Dex, +5 deflection, +4 natural), touch 16, flat-footed 19
Base Attack/Grapple: +6/+3
Attack: Claw +3 melee (1d4–3 plus energy drain)
Full Attack: 2 claws +3 melee (1d4–3 plus energy drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Energy drain, spell-like abilities
Special Qualities: Darkvision 60 ft., low-light vision, undead traits, unholy grace
Saves: Fort +9, Ref +10, Will +16
Abilities: Str 4, Dex 13, Con —, Int 18, Wis 17, Cha 20
Skills: Bluff +19, Concentration +19 (+23 when casting defensively), Diplomacy +25, Gather Information +17, Handle Animal +14, Intimidate +21, Knowledge (arcana) +18, Knowledge (the planes) +18, Sense Motive +14, Spellcraft +18
Feats: Augment Summoning, Combat Casting, Negotiator, Persuasive, Spell Focus (conjuration)
Environment: Any
Organization: Solitary plus 1 monster from the *summon monster* VI list
Challenge Rating: 11
Treasure: Double standard
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +3

Grimweird

This withered, aged human crackles with dark light—light that seems to be holding him together. His bones seem to have shrunk, like the muscles can't hold them up.

Grimweirds are weak, withered, paranoid former humanoids who have tapped into the energy of the Negative Energy Plane. They wield this energy to summon guards—raising the spirits of hell if necessary—for their frail, barely animated bodies.

A grimweird is never alone. When encountered, it will have already summoned at least one monster. A grimweird never rests, so it is always able to devote its energy to summoning an ally. It is these constant demands that make grimweirds reviled on planes from which monsters are summoned.

Despite this, grimweirds are some of the most charismatic beings in existence. They bluff, cajole, threaten, and blackmail beings of all types into getting them items and information they need.

A grimweird is a foot or so shorter than the human it once was, its muscles and sinews withered by exposure to negative energy. It weighs less than 100 pounds. It speaks the languages it did in life, though it may have learned quite a few more to communicate with its thralls.

COMBAT

A grimweird hates the merest thought of being in melee combat, and so it always interposes at least one monster between it and anyone it meets. If a grimweird gets into combat, it will do whatever it can to get out.

Energy Drain (Su): A grimweird can bestow one negative level on a successful claw attack, whether or not it does damage. The DC is 21 for the Will save to remove a negative level; this save DC is Charisma-based.

Spell-Like Abilities: 1/day—*dispel magic, protection from chaos/evil/good/law.* 1/5 rounds—*lesser planar binding* (DC 20), *summon monster* VI (evil creatures only). Caster level 12th. Because of its Augment Summoning feat, all the grimweird's summoned creatures gain +4 Strength and +4 Constitution.

Unholy Grace (Su): A grimweird adds its Charisma modifier as a bonus on all its saving throws, and as a deflection bonus to its Armor Class.

TACTICS

A grimweird usually opens combat by sending its summoned minion into the fray, giving it time to assess its foes and choose another creature to summon.

Prior to combat: Use *protection from good* and *summon monster* VI. Good options for the grimweird's *summon monster* VI spell include the chain devil, fiendish rhinoceros, Huge fiendish monstrous spider, and Gargantuan fiendish monstrous centipede. Unless you know specifically when the grimweird summoned his last monster, assume the spell duration has 2d6 rounds remaining when combat opens.

Round 1: Use targeted *dispel magic* to eliminate a single opponent's defensive effects.

As soon as possible: Summon another monster using *summon monster* VI. If a grimweird needs an escape route, it summons the largest creature it can put between it and its foes.

Illus. by S. Wood

GRISGOL

Large Construct
Hit Dice: 19d10+30 (134 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 28 (–1 size, +19 natural), touch 9, flat-footed 28
Base Attack/Grapple: +14/+22
Attack: Slam +17 melee (1d6+4 plus 1d8+5 negative energy plus paralysis)
Full Attack: 2 slams +17 melee (1d6+4 plus 1d8+5 negative energy plus paralysis)
Space/Reach: 10 ft./10 ft.
Special Attacks: Choking dust, damaging touch, paralyzing touch, spell-like abilities
Special Qualities: Construct traits, damage reduction 10/piercing and magic, darkvision 60 ft., immunity to magic, *incite madness*, low-light vision
Saves: Fort +6, Ref +6, Will +6
Abilities: Str 18, Dex 10, Con —, Int —, Wis 11, Cha 11
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 15
Treasure: No coins; no goods; double items
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This humanoid figure is wrapped from head to toe in strips of scroll parchment and pages from dusty tomes. Pieces of tattered magic belts, robes, and chainmail also seem haphazardly integrated into its form.

A grisgol is a horrifying construct composed of broken and worn-out magic items, animated by a powerful spellcaster who has harnessed the spirit of a lich. Its skeleton is fabricated from old staffs and wands and its skin from expended scrolls wrapped about it like a mummy's burial cloth. Woven into this are rings, bracers, fragments of leather or chainmail, and the like. Inside the creature are scores of half-empty vials of potions, unguents, and oils, vaguely resembling sets of internal organs. It typically wears a rune-scribed cloak or robe. Pinpoints of red light glare from underneath a hood or old helmet.

Nestled inside the construct, among miscellaneous junk, is the original lich's phylactery. Unless one knows what animates a grisgol, the phylactery appears as another piece of spent magic trash tossed loosely and randomly into the insides of the construct.

From a distance, a grisgol appears to be a mummy, even moving with a similar stiff gait. When it walks, one can hear the tinkling of glass touching glass, the sloshing of half-filled vials and bottles, the squeaking of leather, the rubbing of wood and bone against each other, and, most prominently, the shuffling of paper as if pages of a tome were caught in a slight breeze. Thin tendrils of black smoke escape from cracks in its body. A grisgol leaves a sooty, oily residue upon whatever it touches.

A grisgol is in every way a magic construct, possessing all traits native to golems in addition to the abilities of the lich that powers it. A grisgol's damaging and paralyzing touch attacks are the same as a lich and the construct retains a fraction of the original lich's spell-casting ability. A grisgol only casts the spells scribed by its creator on the scrolls and tome pages that make up its outer skin. The spells a grisgol can cast are, however, restricted to the spell levels, domains, and specializations the lich (a 20th-level cleric, sorcerer, or wizard) could have cast.

Destroying a grisgol does not destroy the lich that powers it. To kill the lich, its phylactery must be destroyed after the grisgol is destroyed. Otherwise, the lich is free to return in a physical form in 1d10 days. The escaped lich retains all the powers and abilities it had previous to its entrapment. The lich seeks vengeance upon whoever possesses its phylactery and the wizard, sorcerer, or cleric who originally entrapped it in the body of a grisgol.

A grisgol stands 8 feet tall and weighs about 400 pounds. It knows all the languages known by the lich whose phylactery animates it.

COMBAT

A grisgol is tenacious and relentless, following its creator's instructions explicitly without regard to strategy. Therefore, a grisgol's spell usage is scripted ahead of time by its creator, unless its creator is within 60 feet of the golem and is able to issue commands.

Choking Dust (Ex): Striking the golem with any kind of implement other than a piercing weapon invites a disease-causing, choking cloud of dust and mold to explode from the creature. All within a 10-foot radius must make a DC 23 Fortitude save or take 1d4 points of Constitution damage. Those who fail the first Fortitude save must make another DC 23 Fortitude save (adjusted by their new Constitution score) or contract the slimy doom disease (see page 292 of the *Dungeon Master's Guide*) in 24 hours. The save DC is Strength-based.

Damaging Touch (Ex): As with the lich that animates it, the touch of a grisgol deals 1d8+5 points of negative energy damage to living creatures (Will DC 19 half). The save DC is Charisma-based.

Paralyzing Touch (Su): The slam attack of a grisgol causes permanent paralysis unless the subject succeeds on a DC 19 Fortitude save. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, page 203 of the *Player's Handbook*). The effect cannot be dispelled. Anyone paralyzed by a grisgol seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals the victim to be alive. The save DC is Charisma-based.

Spell-Like Abilities: A grisgol is created with the ability to use ten different spells as spell-like abilities (one each of levels 0 through 9th), each one once per day. These spells can vary based on the creator's whim, and are either cleric spells (if the animating lich was a cleric) or sorcerer/wizard

spells (if the animating lich was a sorcerer or wizard). Most creators choose simple spells, reasoning that the grisgol's lack of intelligence prevents it from using strategy. The save DCs are 10 + 1-1/2 the spell's level (much like a magic item). Caster level 20th.

Typical Spell-Like Abilities: 1/day—*chain lightning* (DC 19), *feeblemind* (DC 17), *hold person* (DC 14), *horrid wilting* (DC 22), *ice storm*, *meteor swarm* (DC 23), *power word blind*, *scorching ray* (+17 melee touch), *shield*, *touch of fatigue* (+17 melee touch, DC 10). Caster level 20th.

Immunity to Magic (Ex): A grisgol is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a grisgol, as noted below.

Erase delivered as a touch attack on a grisgol deals 2d6 points of damage to the creature (no save).

Casting *secret page* on a grisgol renders it invisible as the *invisibility* spell.

Incite Madness (Sp): After a grisgol is killed, anyone examining the strips of scroll parchment or tome pages that comprise the creature's wrappings invokes a curse that renders the reader insane (Will DC 19 negates). The victim of this insanity becomes convinced that the thousands of scraps of parchment contain great and lost arcane secrets, and that he must discover these secrets by painstakingly fitting every last piece of ripped parchment and torn page back together in the right order. He dedicates every waking hour to this massive undertaking, barely pausing to eat or rest, in order to finish this task as fast as possible. The victim always thinks, and tries to convince others, that he is on the brink of a revelation. His personal study becomes cluttered with diagrams, charts, and plans extrapolating how the pieces might fit together, constantly rearranging them to fit current theories or hunches.

The subject takes 1 point of Intelligence drain when the curse is first activated, and takes another point of Intelligence drain every week the curse continues uncured. The subject dies when he or she reaches 0 Intelligence.

The Intelligence drain can't be restored while the curse is active. Only a *limited wish* or similarly powerful magic can relieve a victim of this curse.

Grisgol

CONSTRUCTION

A grisgol's body is a haphazard collection of old magic wands, staffs, potions, miscellaneous items, and, most importantly, scraps of scrolls and magic tomes. This costs approximately 10,000 gp. Assembling the body requires a DC 25 Craft (bookbinding) check.

The creator of a grisgol must also capture a lich's phylactery and use it in the grisgol's construction. The creator first must facilitate the destruction of the lich whose phylactery he or she wants to use. After the lich's body is destroyed, the creator of the grisgol must finalize construction before the lich returns (usually in 1d10 days). If the lich returns before the grisgol is completed, the lich must be destroyed again. Animating the grisgol while the lich is still in limbo binds the essence of the lich to the grisgol.

If a grisgol is to be given the ability to cast a spell with a material component worth more than 100 gp or any XP component, the creator must include 50 of that material component or spend 50 times the XP cost as part of the creation. If the grisgol is to be given the ability to cast a spell with a focus, the creator must include the focus as part of the creation.

CL 19th; Craft Construct (see page 303 of the *Monster Manual*), *control undead*, *geas/quest*, *illusory script*, *insanity*, *limited wish*, *mending*, *polymorph any object*, plus all spells to be included in the grisgol, caster must be at least 19th level; Price 210,000 gp; Cost 110,000 gp + 8,000 XP.

GRISGOLS IN EBERRON

The lich queen Vol uses devout agents and misguided adventurers to hunt down other liches and capture their phylacteries. Once she acquires a lich's phylactery, Vol binds the lich's spirit to a grisgol. Vol's grisgols are sometimes encountered in secret temples inhabited by Blood of Vol cultists or in locations where signs of the draconic Prophecy (see page 130 of the Eberron *Campaign Setting*) have manifested.

GRISGOLS IN FAERÛN

The ruins of Zhentil Keep hold many unpleasant surprises for adventurers, not the least of which is a grisgol fueled by the life essence of a powerful Zhent lich named Leneka Jheth. Thayan wizards have also unlocked the secrets of creating these foul constructs and often use them to guard their magic troves or retrieve items that have been wrongfully taken from them.

Illus. by S. Prescott

GULGAR

Large Monstrous Humanoid (Earth)
Hit Dice: 10d8+30 (75 hp)
Initiative: –2
Speed: 20 ft. in breastplate (4 squares); base speed 30 ft.
Armor Class: 22 (–1 size, –2 Dex, +8 natural, +5 breastplate, +2 heavy steel shield), touch 7, flat-footed 22
Base Attack/Grapple: +10/+19
Attack: Warhammer +14 melee (2d6+5/×3 or Powerful Charge 2d6+5/×3 plus 2d6) or slam +14 melee (1d6+5) or composite longbow (+5 Str bonus) +7 ranged (2d6+5/×3)
Full Attack: Warhammer +14/+9 melee (2d6+5/×3) and gore +9 melee (2d6+2) or 2 slams +14 melee (1d6+5) and gore +9 melee (2d6+2) or composite longbow (+5 Str bonus) +7/+2 ranged (2d6+5/×3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Crystalline bone, sonic pulse
Special Qualities: Damage reduction 10/adamantine, darkvision 60 ft., immunity to sonic, stability, subsonic speech, tremorsense 30 ft.
Saves: Fort +6, Ref +5, Will +8
Abilities: Str 20, Dex 7, Con 17, Int 10, Wis 12, Cha 13
Skills: Handle Animal +7, Intimidate +6, Listen +10, Ride +10, Spot –3
Feats: Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, Powerful Charge[B]
Environment: Temperate mountains
Organization: Gang (2–4), squad (8–16 plus 2 3rd-level sergeants and 1 leader of 4th–7th level), or scout (1 4th-level ranger mounted on a yrthak)
Challenge Rating: 9
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +5

This hulking armored creature is nearly as broad as it is tall. Its head is thick and long, with its lower face and jaws sloping down over its chest. It has two small rhinocerouslike ears high on its head and small black eyes set deep in its face. Its chin bears a thick crystalline horn that projects from it to stab in your direction, and two small crystalline tusks protrude upward from its lower lip. The creature's skin is dark gray, and crystal protrudes from its shoulders and knuckles as well as its chin. Its hands have two broad and stubby fingers with thick crystal nails and an equally broad thumb. Well muscled and well armed, it stares grimly at you, making no sound.

Once native to the Elemental Plane of Earth, gulgars migrated to the Material Plane long ago, fleeing an incursion of geniekind. They now live in temperate mountain ranges, riding the winds on the backs of yrthaks and plumbing the depths of the mountains, seeking the crystals they eat to give their bones strength.

Gulgars seem to be laconic and dour creatures, but in truth they are boisterous and full of vigor. Their speech is inaudible to most beings, and they are wary of strangers—especially of dwarves, a race with which they've had many conflicts in the past. This disguises the gulgars' true nature, but their oafish bravura in combat reveals their real personalities.

A gulgar stands a little over 6 feet tall and weighs 250 to 350 pounds. Gulgars have dark gray skin, with males tending to be darker than females. As they age, females grow paler and males grow darker, making very old gulgars white or black. The crystalline bone that protrudes from their skin yellows with age, becoming cloudy and opaque.

Gulgars cannot vocalize speech in the normal range of hearing and make few vocal noises other than the "*guhl-gaar*" sound of their sonic pulse (for which they were named). Instead, they communicate in tones too low in frequency for most beings to hear. Gulgars speak Terran.

COMBAT

Gulgars prefer to ride yrthaks (see page 262 of the *Monster Manual*) into combat. They tame and enslave these magical beasts using their sonic pulses and train them to take gulgar riders into battle. When mounted on a yrthak, a gulgar uses its longbow or a lance (2d6+7/×3, or 4d6+14/×3 on a mounted charge) to attack foes. It uses its sonic pulse only when it can do so without catching the yrthak in the blast.

On the ground, a gulgar charges boldly into combat, beginning combat with its Powerful Charge. In following rounds it strikes with its warhammer and uses its horn to gore a foe. Gulgars enjoy employing bull rush and overrun attacks to move about the battlefield and push foes off the cliffs of their mountain homes. If a foe possesses a weapon that easily pierces its crystalline skin, a gulgar might throw down its shield, grip its warhammer with both hands (for a total of +7 damage), and make a sunder attempt.

Crystalline Bone (Ex): A gulgar's slam and gore attacks are treated as adamantine for the purposes of overcoming damage reduction and hardness.

The protrusions of crystal from a gulgar's knuckles, chin, and shoulders are made of an organic material that is as hard as adamantine, but it turns as brittle as quartz when detached from the gulgar.

Sonic Pulse (Ex): As a standard action, a gulgar can emit a 30-foot cone of sound that deals 3d6 points of sonic damage and may deafen foes. Any creature in the area must succeed on a DC 18 Fortitude save or be deafened for 1 hour. Deafened creatures cannot be further deafened, but they still take the sonic damage from other sonic pulse attacks.

Once it has used this ability, a gulgar must wait 1d4 rounds before using it again. This is a sonic effect. The save DC is Constitution-based.

Stability (Ex): A gulgar gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, riding a flying mount, or otherwise not standing firmly on the ground).

Subsonic Speech (Ex): A creature must have the tremorsense ability, or the blindsight or blindsense ability based on a keen sense of hearing or sensitivity to vibrations, to

hear the subsonic speech of gulgars. Such creatures can hear the subsonic speech of gulgars using the normal Listen check rules; they do not need to have the speaking gulgar within the range of their tremorsense, blindsense, or blindsight ability.

A gulgar's subsonic speech carries five times as well and as far as normal speech. This means that to hear a gulgar talking, a creature who can hear the subsonic speech takes a –1 penalty on Listen checks per 50 feet of distance from the speaker. A door increases the Listen DC by just 1, and a stone wall increases it by 3. These modifiers replace those given on page 78 of the *Player's Handbook*.

Creatures without the ability to hear the subsonic speech of gulgars can still read their lips using the Spot skill. The base DC to read a gulgar's lips is 20, and the creature reading lips must speak Terran.

Skills: Gulgars have poor vision but possess an excellent sense of hearing. They have a +4 racial bonus on Listen checks and a –4 racial penalty on Spot checks.

GULGAR SOCIETY

Gulgars live in tribes in and around the cliffs that yrthaks typically nest in. When they came to the Material Plane, the gulgars encountered yrthaks and found them to be tractable creatures due to their vulnerability to sonic effects and reliance on hearing to sense prey. Many yrthaks now serve gulgar tribes as mounts and beasts of burden. Although some do so for the protection and food a gulgar tribe provides, most are enslaved and serve out of fear of the gulgars' sonic pulse attacks.

Gulgars exist on a subsistence level. Although they are omnivorous, they hunger for the crystals that they once consumed on the Elemental Plane of Earth, constantly mining and exploring caverns in search of fine crystals. Their work often brings up metal ore, which they craft into armor, weapons, and crude sculptures that tell the story of their flight from the Elemental Plane of Earth and their great foes, the genies. Their digging often brings them into contact with other subterranean creatures. If such creatures don't inhibit the gulgars in their efforts, the gulgars pay them no heed; if they try to stop the gulgars or attack them, bitter conflict is always the result.

GULGARS WITH CLASS LEVELS

A gulgar's favored class is fighter, but most gulgar leaders are rangers or druids. Gulgar rangers often choose humanoids (dwarves) and magical beasts as their favored enemies. Few gulgars are clerics, but those who are can choose from the Animal, Earth, Protection, and Strength domains.

Gulgar

Illus. by F. Vohwinkel

GULGARS IN EBERRON

In the Eberron campaign setting, gulgars originally came from Lamannia, the Twilight Forest. They are most often encountered near the eastern peaks of the Mror Holds, bordering the Lhazaar Principalities, although wyverns and manticores pose a constant threat. They periodically trade with the Mror Holds dwarves, offering livestock in exchange for crystals.

GULGARS IN FAERÛN

Gulgar tribes are found throughout the Sunrise Mountains that form the western border of the Endless Wastes. However, all surface-dwelling gulgars can trace their origins back to a series of large enclaves carved into the walls of the Ramparts of Night, a subterranean abyss in a region of the Underdark known as the Earthroot (located under Thay).

HARPOON SPIDER

A creature the size of a large horse looms before you. It resembles a spider, except it has ten legs rather than eight, its body is covered with sharp spines, and its eight eyes look like they belong more on a human than a spider face. Two massive mandibles flex slowly, as it glares.

Illus. by A. Stokes

Harpoon spider

A subterranean creature, the harpoon spider is a lightning-fast predator much feared by other denizens of its demesnes.

Close examination reveals that a harpoon spider isn't a true spider at all, but something far more sinister. It superficially resembles an enormous black widow, except that hundreds of razor-sharp spines cover its body. Each of its ten legs terminates in a tiny clawed hand, and its eight eyes are humanlike. It can extend either of its large mandibles on a long leathery tendril with surprising force. A harpoon spider measures around 8 feet long and weighs nearly 1,400 pounds.

Harpoon spiders are quite intelligent and can often be found nesting with ettercaps and monstrous spiders. Harpoon spiders use these creatures to bolster the defenses of their lair. They have a particularly morbid sense of humor and enjoy playing with their food while it ripens on their spines.

Harpoon spiders speak Common and Undercommon in whispery voices.

COMBAT

A harpoon spider is a hunter, often stalking victims in a large territory around its lair. In combat, it uses its harpoon fangs and Improved Trip feat (see below) to reel in prey, then administers a bite once its opponent has been brought close. If the terrain permits, the spider prefers to attack victims from high vantage points (such as ledges).

Harpooning (Ex): As ranged attacks, a harpoon spider can fire one or two of its fangs up to 20 feet (no range increment). The spider can fire at two different targets if it chooses. A successful hit deals 1d4+1 points of damage as the harpoon hooks the flesh of the target and immediately exudes a thick, sticky glue. The spider can reel in a harpoon as a free action; treat this as a trip attack (+10 bonus) against any creature attached to the fang. Failure indicates that the harpoon rips free (and deals another 1d4+1 points of damage to the victim). Success indicates that the victim is pulled off its feet and dragged back to the spider, who can immediately make a free bite attack against the victim. A harpoon spider can only pull a creature smaller than itself in this manner. Attempts to retract a creature of its own size or larger automatically cause the fang to rip free as if the trip attack failed. The glue exuded by the spider's fangs decomposes quickly, and at the end of the spider's turn the fang automatically detaches.

Poison (Ex): Injury, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based.

Spines (Ex): Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 16 Reflex save or take 1d6 points of piercing damage from the spider's spines. (Creatures wielding reach weapons, such as longspears, are not subject to this damage.) The spines also deal an extra 1d6 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity-based.

As a full-round action, a harpoon spider can pick up a Medium or smaller helpless creature with its legs and impale the body on its spines, dealing 2d6 points of piercing damage. The spider can carry up to 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller creatures in this manner. Harpoon spiders often use this method to carry their next meals.

Web Movement (Ex): Although they cannot spin webs themselves, harpoon spiders can climb around and through webs with ease using their climb speed. They are immune to the effects of the *web* spell.

Skills: A harpoon spider has a +8 racial bonus on Climb checks and Jump checks, and it can always choose to take 10 on a Climb check, even if rushed or threatened.

Feats: A harpoon spider gains Improved Trip as a bonus feat, even though it does not meet the prerequisites.

	Harpoon Spider Large Aberration	Dread Harpoon Spider Huge Aberration
Hit Dice:	5d8+20 plus 5 (47 hp)	9d8+54 (94 hp)
Initiative:	+4	+3
Speed:	40 ft. (8 squares), climb 20 ft.	40 ft. (8 squares), climb 20 ft.
Armor Class:	16 (–1 size, +4 Dex, +3 natural), touch 13, flat-footed 12	19 (–2 size, +3 Dex, +8 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3/+10	+6/+21
Attack:	Bite +5 melee (1d8+3 plus poison) or fang +6 ranged (1d4+1 plus harpooning)	Bite +11 melee (2d6+7 plus poison) or fang +7 ranged (1d6+3 plus harpooning)
Full Attack:	Bite +5 melee (1d8+3 plus poison) or 2 fangs +6 ranged (1d4+1 plus harpooning)	Bite +11 melee (2d6+7 plus poison) and 2 fangs +2 ranged (1d6+3 plus harpooning)
Space/Reach:	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Harpooning, poison	Harpooning, poison
Special Qualities:	Darkvision 120 ft., evasion, spines, web movement	Darkvision 120 ft., evasion, spines, web movement
Saves:	Fort +5, Ref +5, Will +5	Fort +9, Ref +8, Will +7
Abilities:	Str 17, Dex 19, Con 18, Int 14, Wis 12, Cha 9	Str 25, Dex 17, Con 23, Int 14, Wis 12, Cha 9
Skills:	Balance +8, Climb +16, Hide +8, Jump +21, Spot +7, Tumble +13	Balance +11, Climb +22, Hide +7, Jump +26, Spot +10, Tumble +16
Feats:	Combat Reflexes, Improved Toughness, Improved Trip[B]	Ability Focus (poison), Combat Reflexes, Improved Trip[B], Lightning Reflexes
Environment:	Underground	Underground
Organization:	Solitary, pair, or nest (2–5 plus 1–2 ettercaps and 2–4 Medium monstrous spiders)	Solitary, pair, or nest (3–12)
Challenge Rating:	4	9
Treasure:	Standard	Standard
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	6–8 HD (Large); 9–15 HD (Huge)	10–15 HD (Huge)
Level Adjustment:	—	—

DREAD HARPOON SPIDER

A dread harpoon spider measures 18 feet long and weighs 7,200 pounds.

The dread harpoon spider presented here adjusts the base creature's statistics by advancing its Hit Dice and adding ability score increases based on Hit Dice.

Combat

A dread harpoon spider patiently waits in ambush for its prey.

Harpooning (Ex): A dread harpoon spider can fire its harpoonlike fangs up to 20 feet (no range increment). A successful hit deals 1d6+1 points of damage as the harpoon hooks the flesh of the target and immediately exudes a thick, sticky glue. The spider can reel in a harpoon as a free action; treat this as a trip attack (+21 bonus) against any creature attached to the fang. Failure indicates that the harpoon rips free (and deals another 1d6+1 points of damage to the victim). This ability is otherwise like the ordinary harpoon spider's harpooning ability.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based.

Spines (Ex): Any creature striking a dread harpoon spider with its body or a handheld weapon must make a DC 17 Reflex save or take 1d8 points of piercing damage from the spider's spines. (Creatures wielding reach weapons, such as longspears, are not subject to this damage.) The spines also deal an extra 1d8 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity-based.

As a full-round action, a dread harpoon spider can pick up a Large or smaller helpless creature with its legs and impale the body on its spines, dealing 3d6 points of piercing damage. The spider can carry up to 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures in this manner.

HARPOON SPIDERS IN EBERRON

The daelkyr experimented on monstrous spiders to create the harpoon spider. Harpoon spiders inhabit Khyber, and larger specimens (dread harpoon spiders) frequently guard caverns or passages leading to daelkyr strongholds. Harpoon spiders have also infiltrated the ruins of various ancient Dhakaani strongholds throughout Khorvaire.

HARPOON SPIDERS IN FAERÛN

Harpoon spiders threaten denizens and explorers of the Underdark. Although generally solitary predators, they are frequently encountered in greater numbers within a North-dark region known as the Labyrinth, particularly near the gray dwarf metropolis of Gracklstugh and the nearby trading outpost of Mantol-Derith.

HARSSAF

Medium Monstrous Humanoid (Fire)
Hit Dice: 6d8+18 (45 hp)
Initiative: +3
Speed: 30 ft. (6 squares), burrow 10 ft.
Armor Class: 20 (+3 Dex, +3 natural, +4 chain shirt), touch 13, flat-footed 17
Base Attack/Grapple: +6/+8
Attack: Kukri +10 melee (1d4+2/18–20 plus 1d6 fire)
Full Attack: Kukri +8/+3 melee (1d4+2/18–20 plus 1d6 fire) and kukri +8 melee (1d4+1/18–20 plus 1d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Flaming aura, sand pulse
Special Qualities: Blindsense 30 ft., damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand form, spell resistance 17, vulnerability to cold
Saves: Fort +5, Ref +10, Will +5
Abilities: Str 14, Dex 16, Con 16, Int 11, Wis 11, Cha 13
Skills: Climb +1, Hide +5, Jump +4, Knowledge (nature) +1, Listen +4, Move Silently +5, Spot +4
Feats: Alertness[B], Lightning Reflexes[B], Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)
Environment: Warm deserts
Organization: Solitary, squad (2–5 plus 1 3rd-level sergeant), or band (30–60 plus 50% noncombatants plus 1 3rd-level sergeant per 10 adults, 3 5th-level lieutenants, 3 7th-level captains, and 1 9th-level chieftain)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +4

Armed with a pair of curved kukris, this armored humanoid's long-fingered hands and its vaguely reptilian face are the only parts of its body not covered in sand-colored desert clothes. Its reddish-brown skin is rough and grainy like sand, and its slitted eyes glow a fiery red.

As harsh and unyielding as their desert homes, harssafs don't typically deal congenially with others. Harssafs live in and wander the great deserts and barren places of the world. Seemingly composed of the fire and sand of their home terrain, they live in nomadic bands and frequently raid settlements within or near their desert homes.

Harssafs live mostly insular lives, traveling and raiding throughout a massive section of desert. Harssafs have no compunctions about killing when necessary, but they take no particular pride in it. Killing to the harssafs is a necessary skill to survive the coming sandstorms that will carry the great desert to the far reaches of the world.

Both male and female harssafs stand about 6 feet tall and weigh about 190 pounds.

Harssafs speak Ignan and Common.

COMBAT

A harssaf prefers to ambush its opponents, hiding among the dunes near the desert edge in sand form or just beneath the sands and using its blindsense to determine when potential targets wander by. Once engaged in melee, a harssaf ignites its weapons and closes to melee, wielding its twin kukris with deadly efficiency. Most clans of harssafs include monks that specialize in the arts of grappling, and one of these can frequently be found as part of a raiding party. These individuals have the unenviable job of subduing spellcasters, especially those that exhibit any signs of casting cold magic.

Flaming Aura (Su): At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around a harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Pulse (Su): Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centered on itself. All creatures within the area must make a DC 15 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage. The save DC is Constitution-based.

Creatures that do not rely on eyes to see (such as grimlocks) are unaffected by the blindness but can still take damage from the sand pulse. Harssafs are immune to the sand pulses of other harssafs.

Sand Form (Su): At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous form* spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gaps or crevices less than one-quarter inch wide.

HARSSAF SOCIETY

Harssaf clans are incredibly structured, composed of a strict caste system of scouts and tenders. Tenders comprise less than one-third of a band's total population, and even they are capable warriors. Consisting mostly of scouts incapable of fighting due to age or infirmity, pregnant females, young children, and the few craftsfolk of the clan, tenders are regarded as second-class citizens. Leaders of the clans always emerge from the scout caste, which consists of any male or female of fighting age.

Males and females have an equal opportunity to prove themselves worthy of the scout caste. But females who have children are relegated to be tenders until their children are old enough to be left with others of the caste. Only then can these females return to the scout clan. As a result, children are raised by the clan as a whole, being alternately schooled by different members of the scout caste. These scouts have taken it upon themselves to educate the youngsters in various martial and religious mysteries to ensure they are prepared to choose their career when they come of age.

Harssaf clans sometimes skirmish over resources or territory, but they prefer to avoid fighting other chosen desert dwellers and focus their raids on the soft outlanders.

A harssaf camp is usually composed of several small tents shared by tenders, and a few large pavilions where the scouts stay. Due to their natural affinity for hot and sandy environments, harssafs have no problem sleeping in the open desert. Rumors exist of ancient harssaf structures in the deepest deserts, strongholds that all clans visit from time to time. These strongholds are said to hold the history of the mysterious harssaf people, as well as monasteries that devote themselves to schooling the many monks of the harssaf clans.

Harssafs worship no particular deity, but rather worship the desert itself. They believe their race once spawned from the desert, and that one day the desert will rise up to swallow the earth in its warm embrace. Only they, the faithfully prepared, will survive the onslaught of the desert. A few worship powerful lords of the Elemental Plane of Fire.

Harssaf clerics can choose from the Fire, Law, Strength, and Sun domains.

HARSSAFS AS CHARACTERS

Monks are common among the scout caste, as are rangers and fighters. Barbarians are almost unheard of among harssaf clans, since the race is typically far too ordered and organized and tend to a lawful alignment. Harssaf clerics are rare, but greatly valued for their healing powers; such individuals frequently become clan leaders due to their wisdom and leadership. Harssaf druids are more common; many actively seek to expand the desert's influence on the surrounding lands, hoping to hasten the day when the desert swallows all. Wizards and sorcerers are slightly less rare. The structured lifestyle of the clans appeals to those of a scholarly bent, and many harssafs take naturally to magic without training.

Harssaf characters possess the following racial traits.

— +4 Strength, +6 Dexterity, +6 Constitution, +2 Charisma.

—Medium size.

—A harssaf's base land speed is 30 feet, and it has a burrow speed of 10 feet.

—Racial Hit Dice: A harssaf begins with six levels of monstrous humanoid, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.

—Racial Skills: A harssaf's monstrous humanoid levels give it skill points equal to 9 × (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Jump, Knowledge (nature), Listen, Move Silently, and Spot.

—Racial Feats: A harssaf's monstrous humanoid levels give it three feats. It also has Alertness and Lightning Reflexes as bonus feats.

— +3 natural armor bonus.

—Special Attacks (see above): Flaming aura, sand pulse.

—Special Qualities (see above): Blindsense 30 ft., damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand form, spell resistance equal to 17 + class levels, vulnerability to cold.

—Automatic Languages: Common, Ignan. Bonus Languages: Draconic, Dwarven, Elven, Giant, Halfling, Orc, Terran.

—Favored Class: Monk.

—Level adjustment +4.

Harssaf

Illus. by H. Lyon

HARSSAFS IN EBERRON

Harssaf communities dot the great deserts of Sarlona. When humans migrated from Sarlona to Khorvaire millennia ago, they brought harssaf slaves with them. Their descendants gather in small tribes in the heart of the Talenta Plains, where the harssafs maintain a tenuous truce with roaming halfling plainsfolk. The halflings of the Talenta Plains refer to these harssaf "interlopers" as the Flameborn.

HARSSAFS IN FAERÛN

Harssafs came to Faerûn as servants and soldiers of the efreeti emperor Memnon. Memnon and his archrival, the djinni emperor Calim, reduced much of Calimshan's fertile lands to a desert wasteland with their tireless warring until, at long last, their spirits were bound to the air and sand by elven high magic. The harssafs were confined to the Calim Desert as well, surviving the rise and fall of Coramshan, the tyranny of the Rose Dragon Ylveraasahlisar and beholder occupation, the Rage of Dragons (1018 DR), and the Time of Troubles (1358 DR). Harssaf tribes menace Calishite caravans and prey on other desert nomads, and many caliphs have lost sleep trying and failing to eradicate the Calim Desert's harssaf "infestation."

IRONCLAD MAULER

Large Magical Beast
Hit Dice: 15d10+75 (157 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 22 (–1 size, +1 Dex, +7 natural, +5 armor), touch 10, flat-footed 21
Base Attack/Grapple: +15/+30
Attack: Claw +26 melee (2d6+11)
Full Attack: 2 claws +26 melee (2d6+11) and bite +20 melee (4d6+5)
Space/Reach: 10 ft./5 ft. (claws up to 10 ft.)
Special Attacks: Improved grab, sickening aura, trample 2d6+11
Special Qualities: Darkvision 60 ft., grafted armor, light fortification, low-light vision
Saves: Fort +14, Ref +10, Will +6
Abilities: Str 33, Dex 13, Con 21, Int 2, Wis 12, Cha 10
Skills: Listen +10, Spot +10
Feats: Cleave, Great Cleave, Improved Natural Attack (bite), Improved Natural Attack (claw), Power Attack, Weapon Focus (claw)
Environment: Any
Organization: Solitary or squad (2–5)
Challenge Rating: 9
Treasure: None
Alignment: Usually neutral evil
Advancement: 16–30 HD (Large); 31–45 HD (Huge)
Level Adjustment: —

This creature looks like a heavily muscled dire bear with large metal plates grafted to its skin. Its fur is thick, even around the grafted metal plates, and its face is a twisted, feral mask of rage.

Illus. by R. Horsley

Ironclad mauler

Ironclad maulers are magically engineered dire bears created to smash formations of opposing troops. They will fearlessly charge even large groups of enemies, and they have the size and strength to decimate large groups of humans or similar creatures. Although forces of great magic created ironclad maulers, they are now found in wild regions, having escaped or outlived their creators. The few still kept by military leaders are among the most deadly engines of war available to civilized nations. They are so valuable, in fact, that they are seldom risked in open warfare anymore.

Although ironclad maulers were once dire bears, the two species have grown apart, and the two cannot produce offspring. In rare cases, an ironclad mauler will assume leadership of a pack of dire bears, pushing even the ferocious dire bears into crueler and more violent activities.

An ironclad mauler's powerful limbs end in long, deadly claws, and its face is a twisted and feral version of a normal bear's face. A typical ironclad mauler is 12 feet long and weighs as much as 9,000 pounds, including the weight of its grafted armor.

COMBAT

As their name implies, ironclad maulers were created specifically for war. As such, they relish combat, and rush into melee without hesitation or mercy. Ironclad maulers like nothing more than using their size and strength to smash formations of weaker creatures, but they also seem to enjoy close-fought duels with equally powerful creatures. Unlike natural animals, ironclad maulers never flee a fight. Their innate ferocity and the magical forces used to create them push them to fight to the death in every combat. Although they have only animal intelligence, ironclad maulers instinctively trample groups of smaller creatures in close proximity to one another.

Improved Grab (Ex): To use this ability, an ironclad mauler must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Sickening Aura (Su): An ironclad mauler is surrounded by a field of negative energy. Any creature that comes within 10 feet of an ironclad mauler must make a DC 22 Fortitude save or become sickened. This condition lasts for 1 hour. A creature that succeeds on the saving throw is immune to that creature's aura for 24 hours.

Undead are immune to this aura. The save is Constitution-based.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

Grafted Armor (Ex): Ironclad maulers wear armor that has been magically grafted to their forms. This armor provides significant protection in combat, but it imposes no maximum Dexterity bonus, no movement penalty, and no arcane spell failure chance. Other creatures, even other ironclad maulers, cannot wear an ironclad mauler's armor.

Light Fortification (Ex): An ironclad mauler's grafted armor protects its vital areas and makes it resistant to extra damage from critical hits and sneak attacks. Anytime an ironclad mauler is hit by a critical hit or a sneak attack, it has a 25% chance to resist the extra damage.

JUSTICATOR

Large Outsider (Lawful)
Hit Dice: 17d8+34 (110 hp)
Initiative: +7
Speed: 30 ft. in full plate armor (6 squares), fly 60 ft. (good) in full plate armor; base speed 40 ft., base fly speed 90 ft. (good)
Armor Class: 26 (–1 size, +3 Dex, +5 natural, +9 *+1 mithral full plate*), touch 12, flat-footed 23
Base Attack/Grapple: +17/+26
Attack: *+1 greatsword* +23 melee (3d6+8/17–20)
Full Attack: *+1 greatsword* +23/+18/+13/+8 melee (3d6+8/17–20)
Space/Reach: 10 ft./10 ft.
Special Attacks: Smite chaos, spell-like abilities
Special Qualities: Darkvision 60 ft., damage reduction 10/chaotic, immunity to paralysis, outsider traits, spell resistance 24
Saves: Fort +12, Ref +13, Will +16
Abilities: Str 21, Dex 17, Con 14, Int 13, Wis 18, Cha 12
Skills: Concentration +22, Diplomacy +3, Heal +24, Intimidate +21, Knowledge (the planes) +21, Knowledge (religion) +21, Listen +24, Sense Motive +24, Spellcraft +21, Spot +24, Survival +4 (+6 on other planes)
Feats: Greater Spell Penetration, Improved Critical (greatsword), Improved Initiative, Iron Will, Spell Penetration, Weapon Focus (greatsword)
Environment: Infernal Battlefield of Acheron
Organization: Solitary, pair, or justice (3–7)
Challenge Rating: 13
Treasure: Standard plus *+1 greatsword* and *+1 mithral full plate*
Alignment: Always lawful neutral
Advancement: 18–23 HD (Large); 24–34 HD (Huge)
Level Adjustment: —

An imposing man dressed in gold-inlaid mithral full plate stands composed with a serious manner. Magnificent black-and-white feathered wings sprout from his back. His eyes glow gold under thick brows, and he wields a silvery greatsword.

Single-minded forces for law, justicators travel the multiverse to punish chaos. In doing so, they accord equal respect to archons and devils and equal hatred to demons and eladrins. Their goals often coincide with those of inevitables, and the two species sometimes work together.

A justicator stands 9 feet tall and weighs 500 pounds. Its eyes and weapons include all manner of metallic hues, ranging from electric metallic blue to antique copper.

Justicators speak Abyssal, Celestial, Common, and Infernal.

COMBAT

A justicator focuses on killing creatures it knows are chaotic and tries to avoid harming creatures it knows are lawful, but will do so in self-defense.

A justicator's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Smite Chaos (Su): Four times per day, a justicator can attempt to smite chaos with one normal melee attack. It gains +1 on the attack roll and +17 on the damage roll. If a justicator accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

Spell-Like Abilities: At will—*bless, detect chaos;* 3/day—*cure serious wounds, dimensional anchor, invisibility purge, silence* (DC 13); 1/day—*dispel chaos* (DC 16), *greater command* (DC 16), *plane shift*. Caster level 10th.

TACTICS ROUND-BY-ROUND

A justicator generally picks its target and has its strategy well-prepared before encountering its foe.

Before Combat: Use *invisibility purge* to reveal hidden foes.

Round 1: Use *dimensional anchor* on its target.

Round 2: If target has allies, use *greater command* on allies to flee. If target is alone, use *bless* and close to target.

Round 3: Full attack.

Round 4: Continue melee attacks against foe or use *silence* to mute pesky spellcaster.

Round 5: Repeat from round 3 or *plane shift* to safety if endangered.

JUSTICATORS IN EBERRON

Justicators battle the forces of chaos on Shavarath, a plane of whirling blades and endless battlefields. However, they are native to the plane of Daanvi, the Turning Order.

Justicator

Illus. by D. Bircham

KENKU

A cloaked humanoid clings to the shadows. It has birdlike talons instead of hands and feet, and beneath the cowl of its robe you can discern avian features—beady black eyes, a black beak, and russet-brown feathers.

Kenkus evolved from avians, although they no longer possess wings or the ability to fly. Soft, dark feathers cover a kenku's head and torso, although its scrawny arms and legs remain bare.

Selfish and secretive in their dealings, kenkus gather in large cities, lurk in dark alleys, and hoard purloined gold. They rarely travel alone, instead preferring to roam the streets in small gangs, all the while hatching plots to amass more wealth and power. Due to their penchant for shady ventures, they are often employed as thugs, thieves, spies, and assassins.

A kenku averages 5 feet in height. Because its bones are partly hollow, it weighs a mere 75 pounds.

Kenkus speak Common and their own language, Kenku.

COMBAT

Beneath their unremarkable brown robes, kenkus conceal a variety of useful tools and weapons. Vicious but cowardly, kenkus usually flee or surrender the instant things start to go badly for them.

The kenku warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 12, Con 8, Int 10, Wis 11, Cha 9.

Great Ally (Ex): Kenkus work exceptionally well with their allies. When successfully aided on a skill check or attack roll by an ally, or when aiding another, a kenku applies or gains a +3 bonus on its check or attack roll (instead of the normal +2 bonus). Furthermore, a kenku gains a +4 bonus on attack rolls against an opponent flanked by an ally (instead of the normal +2 bonus).

Kenku

Illus. by D. Allsop

Mimicry (Ex): A kenku can perfectly mimic familiar sounds, voices, and accents. This ability does not enable the kenku to speak languages it can't normally speak. To duplicate a specific individual's voice, a kenku makes a Bluff check; a listener familiar with the voice being imitated must succeed on an opposed Sense Motive check to discern that the voice isn't genuine.

Skills: Kenku have a +2 racial bonus on Hide checks and Move Silently checks.

KENKU SNEAK

A kenku sneak uses its skills to serve more powerful creatures as a spy or assassin. In combat, it relies on sneakiness, cooperation, and initiative to survive. In addition to its weapons, a kenku sneak carries its own sets of thieves' tools.

The kenku rogue presented here had the following ability scores before racial adjustments: Str 10, Dex 15, Con 8, Int 12, Wis 13, Cha 14.

Combat

A kenku sneak uses its rogue abilities to great effect, preferring to work with an ally to flank and sneak attack a foe.

Sneak Attack (Ex): If a kenku sneak can catch an opponent when he is unable to defend himself effectively from its attack, it can strike a vital spot for extra damage. Basically, the kenku rogue's attack deals extra damage any time its target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the kenku rogue flanks its target. This extra damage is 1d6 points at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the kenku rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Trapfinding (Ex): A kenku sneak can use the Search skill to locate traps when the task has a Difficulty Class higher than 20, and it can use the Disable Device skill to disarm magic traps.

KENKU SOCIETY

Kenkus hatch like birds and dwell in family aeries and nests, most of which are located in or near large cities. At age nine, a young adult kenku leaves the home-nest forever and strikes out on its own, usually falling in with small groups of like-minded kenkus. Adult kenkus remain with these groups for mutual protection and gain. A few strike out on their own or partner with other types of creatures who value the services a kenku can provide.

KENKUS AS CHARACTERS

Kenku characters tend toward neutrality; although most kenkus are evil, neutral and neutral good kenkus also exist. Kenkus favor the rogue class and often pursue the assassin prestige class. Kenku clerics are rare, but those that exist typically worship Vecna, the god of secrets.

Kenkus possess the following racial traits.

—+2 Dexterity, –2 Strength.

—A kenku's base land speed is 30 feet.

	Kenku, 1st-Level Warrior Medium Humanoid (Kenku)	Kenku Sneak, 1st-Level Rogue Medium Humanoid (Kenku)
Hit Dice:	1d8–1 (3 hp)	1d6–1 (5 hp)
Initiative:	+2	+7
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	17 (+2 Dex, +4 chain shirt, +1 buckler), touch 12, flat-footed 15	16 (+3 Dex, +2 leather armor, +1 buckler), touch 13, flat-footed 13
Base Attack/Grapple:	+1/+1	+0/–1
Attack:	Claw +1 melee (1d3) or short sword +2 melee (1d6/19–20) or sap +1 melee (1d6 nonlethal) or shortbow +3 ranged (1d6/×3)	Claw –1 melee (1d3–1) or short sword –1 melee (1d6–1/19–20) or sap –1 melee (1d6–1 nonlethal) or shortbow +3 ranged (1d6/×3)
Full Attack:	2 claws +1 melee (1d3) or short sword +2 melee (1d6/19–20) or sap +1 melee (1d6 nonlethal) or shortbow +3 ranged (1d6/×3)	2 claws –1 melee (1d3–1) or short sword –1 melee (1d6–1/19–20) or sap –1 melee (1d6–1 nonlethal) or shortbow +3 ranged (1d6/×3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Sneak attack +1d6
Special Qualities:	Great ally, low-light vision, mimicry	Great ally, low-light vision, mimicry, trapfinding
Saves:	Fort +1, Ref +2, Will +0	Fort –1, Ref +5, Will +1
Abilities:	Str 11, Dex 14, Con 8, Int 10, Wis 11, Cha 9	Str 8, Dex 17, Con 8, Int 12, Wis 13, Cha 14
Skills:	Climb +1, Hide +1, Jump –1, Move Silently +0, Ride +2	Bluff +6, Disable Device +5, Disguise +6, Gather Information +6, Hide +6, Listen +3, Move Silently +6, Open Lock +7, Search +3, Sleight of Hand +5, Spot +3, Tumble +5
Feats:	Weapon Focus (short sword)	Improved Initiative
Environment:	Temperate plains	Temperate plains
Organization:	Solitary, pair, or gang (3–12)	Solitary, pair, or gang (3–12)
Challenge Rating:	1/2	1
Treasure:	Standard	Standard
Alignment:	Usually neutral evil	Usually neutral evil
Advancement:	By character class	By character class
Level Adjustment:	+0	+0

—Great Ally (Ex): Kenkus work exceptionally well with their allies. When successfully aided on a skill check or attack roll by an ally, or when aiding another, a kenku applies or gains a +3 bonus on its check or attack roll (instead of the normal +2 bonus). Furthermore, a kenku gains a +4 bonus on attack rolls against an opponent flanked by an ally (instead of the normal +2 bonus).

—Mimicry (Ex): A kenku can perfectly mimic familiar sounds, voices, and accents. This ability does not enable the kenku to speak languages it can't normally speak. To duplicate a specific individual's voice, a kenku makes a Bluff check; a listener familiar with the voice being imitated must succeed on an opposed Sense Motive check to discern that the voice isn't genuine.

—Natural Weapons: 2 claws (1d3).

— +2 racial bonus on Hide checks and Move Silently checks.

—Low-light vision.

—Automatic Languages: Common and Kenku. Bonus Languages: Auran, Dwarven, Gnome, Goblin, Halfling.

—Favored Class: Rogue.

—Level adjustment +0.

KENKUS IN EBERRON

A network of kenku spies calling themselves the Nightswift has infiltrated various metropolitan cities across Khorvaire. The Nightswift maintains secret meeting halls (called "eyries") in Zarash'ak (the Shadow Marches), the Great Crag (Droaam), Sharn and Starilaskur (Breland), Wyvern-skull (Darguun), Taer Valaestas (Valenar), and Newthrone (Q'barra). Guilds of kenku thieves and assassins are equally prevalent; the largest of these is called Shadoweye's Flock, based in Starilaskur. The stately guildmaster, Shadoweye (NE female kenku rogue 8/assassin 4), has white plumage that testifies to her advanced age, and rumor is she's looking for a worthy successor.

KENKUS IN FAERÛN

Kenku inhabit cities across southern Faerûn, with a large but loose guild of thieves and assassins called the Dagger-talons based in Zazesspur. Kenku living in the eastern nations of Veldorn and Estagund trace their ancestry even farther east, to Kara-Tur.

KNELL BEETLE

Large Vermin
Hit Dice: 12d8+72 (126 hp)
Initiative: +0
Speed: 50 ft. (10 squares), burrow 10 ft.
Armor Class: 24 (–1 size, +15 natural), touch 9, flat-footed 24
Base Attack/Grapple: +9/+21
Attack: Claw +17 melee (2d8+8)
Full Attack: 2 claws +17 melee (2d8+8) and bite +14 melee (1d8+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 4d8+12, shake the earth, sonic chime, trample 4d6+12
Special Qualities: Darkvision 60 ft., immunity to sonic, scent, sonic healing, vermin traits
Saves: Fort +14, Ref +6, Will +4
Abilities: Str 26, Dex 10, Con 23, Int —, Wis 11, Cha 11
Skills: Balance +8, Jump +16, Listen +10, Spot +10
Feats: Alertness[B], Improved Natural Attack (claw)[B], Lightning Reflexes[B], Multiattack[B], Weapon Focus (claw)[B]
Environment: Underground
Organization: Solitary or colony (3–12)
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This ten-legged, beetlelike creature has a hard, shiny red shell. Two wicked claws grope the air before its four beady, black eyes and sharp, jagged mandibles. These mouthparts sit below a massive protrusion that looks like a bell made of chitin, from which you can hear a faint, high-pitched warbling.

Illus. by W. England

Knell beetle

Knell beetles are an offshoot of giant beetles that were long ago warped by overexposure to transmutation magic and sonic energy. Since their original creation, the twelve-limbed vermin have thrived in underground colonies, constructing immense, convoluted tunnel complexes reminiscent of anthills.

A knell beetle's black and red carapace looks like it might conceal wings, but it acts only as durable armor. Two more limbs—jointed, agile, and wickedly hooked claws—jut from each side of a pair of long mandibles. Above the knell beetle's head is a hornlike growth shaped like the bell of a massive trumpet, tapering above the creature's shoulders and flaring out over its sharp jaws. Its four black, insectoid eyes sit in a chitinous brow ridge that runs just below this horn. Essentially, the creature lacks a true head; in its place is the large horn, which warbles and trumpets when the knell beetle communicates to other knell beetles.

Knell beetles, like most vermin, are mindless hunters. They live to breed and expand their warrens, breaking off into new colonies when one has grown too large for an area (typically when a colony has amassed more than fifty members). Knell beetles have also been known to be used as mounts by Underdark races. Hobgoblins have domesticated them in the past, as have some orc tribes. These groups know that in great numbers knell beetles only become more effective, and mounted units of knell beetles riders sometimes form the elite fighting units for certain tribes or cities.

A knell beetle usually measures about 9 feet in length and weighs about 1,500 pounds.

COMBAT

Knell beetles in groups fight by using their shake the earth ability, attempting to knock prone as many enemies as possible. They then rush in and trample whatever foes they can before switching to claw, bite, and rend attacks. The creatures only resort to their sonic chime attacks if necessary. Although mindless vermin, knell beetles fight with a certain amount of savage cunning, perhaps also a result of the long ago transmutation experiments that created them.

Rend (Ex): If a knell beetle hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically does an additional 4d8+12 points of damage.

Shake the Earth (Ex): A knell beetle can channel some of the sonic energy within its body by performing a rhythmic stomping on the ground as a standard action. Any creature within 5 feet of a knell beetle when it activates this ability must make a DC 24 Reflex save or fall prone as the ground lurches and buckles beneath it. Knell beetles are immune to shake the earth generated by themselves or other knell beetles and never need to save against the effect.

If multiple knell beetles activate their shake the earth ability in the same round, the radius of the effect expands as the resonance in the ground combines. For every knell beetle within 5 feet using shake the earth, the radius of the effect expands by another 5 feet. Thus, two knell beetles within 5 feet of one another generate a shaking that affects all creatures within 10 feet of either knell beetle. Three knell beetles within 5 feet using the ability would generate

an effect that affects all creatures within 15 feet of any one of the knell beetles.

Creatures with stability or that are considered stable against trip attempts receive a bonus on their Reflex save as if they were being tripped (so a dwarf would receive the +4 bonus on the save to resist being knocked prone). The save DC is Strength-based.

Sonic Chime (Su): Once per day, a knell beetle can emit a cone of sonic energy from the chitinous bell above its head. The cone is 30 feet long, and activating the chime is a standard action. Creatures within the cone take 10d6 points of sonic damage (Reflex DC 22 half). A knell beetle is immune to its own sonic chime attack and that of other knell beetles. Knell beetles attacking in numbers use this ability instinctually to heal their fellow knell beetles once several have taken damage (see sonic healing, below). The save DC is Constitution-based.

Trample (Ex): Reflex half DC 24. The save DC is Strength-based.

Sonic Healing (Su): For every 5 points of damage a sonic attack would deal to a knell beetle, the creature instead heals 1 point of damage it has already sustained. If a knell beetle receives more healing than its current hit point maximum, the extra hit points are wasted (the creature does not gain temporary hit points from exposure to sonic damage). A knell beetle gets no saving throw against attacks that deal sonic damage.

Skills: Knell beetles have a +8 racial bonus on Balance, Listen, and Spot checks.

LESSER KNELL BEETLE

Medium Vermin
Hit Dice: 6d8+24 (51 hp)
Initiative: +1
Speed: 40 ft. (8 squares), burrow 10 ft.
Armor Class: 20 (+1 Dex, +9 natural), touch 11, flat-footed 19
Base Attack/Grapple: +4/+8
Attack: Claw +8 melee (1d10+4)
Full Attack: 2 claws +8 melee (1d10+4) and bite +6 melee (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Rend 2d10+6, screech, shake the earth, trample 2d8+6
Special Qualities: Darkvision 60 ft., immunity to sonic, scent, sonic healing, vermin traits
Saves: Fort +9, Ref +3, Will +2
Abilities: Str 18, Dex 12, Con 18, Int —, Wis 11, Cha 11
Skills: Balance +5, Jump +8, Listen +6, Spot +6
Feats: Alertness[B], Improved Natural Attack (claw)[B], Multiattack[B]
Environment: Underground
Organization: Solitary or colony (12–24 plus 3–12 knell beetles)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Lesser knell beetles are the equivalent of the worker drones in a beehive. They scavenge for food, build and expand the nest, and serve as frontline defenders if the colony is attacked. Although not nearly as potent as the normal knell beetles, in groups, the lesser versions can be nearly as deadly. A lesser knell beetle measures 4–5 feet long and weighs 180–200 pounds.

Combat

Like their larger brethren, lesser knell beetles seek to attack in groups, using their shake the earth ability and sonic screeches to both deal damage on their foes and heal each other. A key difference in strategy when lesser knell beetles and normal knell beetles fight together seems to be an instinctual tactic. The lesser knell beetles attack in a line as a unit, while the normal knell beetles gather together behind their smaller brethren. In this way, a normal knell beetle's sonic chime attack catches many more lesser knell beetles in its blast. Due to their sonic healing ability, which is more potent than that possessed by the larger specimens, the lesser knell beetles are able to fight much longer than expected. Combined with their own screeches, lesser knell beetles often seem as durable, if not more so, than their heftier kin.

Rend (Ex): If a knell beetle hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically does an additional 2d10+6 points of damage.

Screech (Su): Once per day, a lesser knell beetle can emit a cone of sonic energy from the chitinous bell above its head, just as a normal knell beetle. However, the lesser knell beetle's cone is 20 feet long, and creatures within take 5d6 points of sonic damage (Reflex DC 17 half). The save DC is Constitution-based.

Shake the Earth (Ex): This ability functions just as a normal knell beetle's shake the earth ability, except the Reflex save DC is 17. Lesser and normal knell beetles are immune to each other's shake the earth ability, as well as their own. The save DC is Strength-based.

Trample: Reflex half DC 17. The save DC is Strength-based.

Sonic Healing (Su): This ability functions as the normal knell beetle's sonic healing ability, except lesser knell beetles heal 1 point of damage per 3 points of sonic damage a sonic attack would normally deal.

Skills: Lesser knell beetles have a +4 racial bonus on Balance, Listen, and Spot checks.

KNELL BEETLES IN EBERRON

Knell beetles were used as mounts by the warrior legions of the ancient Dhakaan Empire. The ancient hobgoblin dynasty lives on as a series of ruins across Khorvaire, and knell beetles inhabit several of these sites. They also lurk in the depths of Khyber, where their ominous sonic chimes can sometimes be heard for miles.

LHOSK

Large Monstrous Humanoid
Hit Dice: 8d8+32 (68 hp)
Initiative: +3
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple: +8/+16
Attack: Spear +7 melee (2d6+14)*
Full Attack: Spear +7/+2 melee (2d6+14)* and bite +2 melee (1d6+6)* or 2 slams +7 melee (1d6+8)* and bite +2 melee (1d6+6)*
Space/Reach: 10 ft./10 ft.
Special Attacks: Entangling web
Special Qualities: Darkvision 60 ft., low-light vision, scent.
Saves: Fort +6, Ref +9, Will +7
Abilities: Str 19, Dex 17, Con 18, Int 8, Wis 12, Cha 7
Skills: Climb +13, Heal +3, Knowledge (nature) +6, Survival +8 (+10 in natural aboveground environments).
Feats: Cleave, Power Attack, Self-Sufficient
Environment: Warm forests
Organization: Solitary, pack (2–5 plus one 3rd-level ranger), or troop (5–20 plus two 3rd-level rangers and a 6th-level druid)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: +3
*Includes adjustments for Power Attack feat.

This creature appears to be a black-furred gorilla from the waist up and a large, hairy, monstrous spider from the waist down. Its intelligence is obvious from its equipment which includes various belts and tools.

Lhosk

Illus. by F. Irving

Lhosks are jungle-dwelling hunter-gatherers that live off the rich natural resources of their jungle homes. Nimble despite their size, they roam large territories in search of food and water. Lhosks believe the world is full of spirits, both those of intelligent beings and those of objects such as rocks and trees. Lhosks also believe they were created to interpret and carry out the wishes of those spirits while guarding and protecting them.

Lhosks live in family groups run by the toughest male. They determine leaders through ritual combat. A lhosk nest includes females (half as many as there are males) and young (half as many as there are females).

A lhosk stands 6–7 feet tall and weighs approximately 1,000 pounds. It has two arms, as a normal gorilla, and eight legs. Its legs cover a roughly ten-foot diameter area and the spider portion of its body is about three feet tall.

Lhosks speak Common, and those with above-average Intelligence often speak the languages of their neighbors, most commonly Draconic, Goblin, and Orc.

COMBAT

Lhosks are wary of other civilized races but not particularly vicious. They prefer to use their webs to set traps and question trapped intruders. If intruders ignore their instructions or attack, they defend themselves to the death. They don't hesitate to attack those who threaten their females and young.

A lhosk normally attacks using its Power Attack feat, taking a –4 penalty on its attack rolls and gaining a +4 bonus on damage rolls (+8 if using a spear).

Entangling Web (Ex): A lhosk can throw a web eight times per day. This is a ranged touch attack for the lhosk with a range increment of 10 feet (maximum range, 50 feet); it is effective against targets up to Huge.

A creature hit by the entangling web is entangled. An entangled creature can escape with a successful DC 17 Escape Artist check or burst free with a DC 21 Strength check. The save DCs are Dexterity-based, and the Strength check DC includes a +4 racial bonus. Both are standard actions.

Skills: A lhosk has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

LHOSK SOCIETY

Lhosks live in small, nomadic groups. During the day they travel, search for fruit and vegetables, and hunt. They rarely stay in any one part of their territory more than a few days before moving on to another part where there is more food. They build temporary shelters from natural materials when they stop, leaving these behind when they move on.

A lhosk patrol is generally composed entirely of males. A lhosk troop has the same composition of males, females, and young as a nest (being simply a lhosk nest moving to a new encampment).

LHOSKS WITH CLASS LEVELS

A lhosk's favored class is ranger, but most lhosk leaders are druids. Most lhosk choose humanoids (elves) as their favored enemy due to their many encounters with elves in the woods.

LIVING SPELL

For reasons unknown, in the magical mayhem of the Last War spell effect occasionally took on sentience and refused to dissipate. These living spells still haunt places blasted by magic, apparently subsisting on ambient magical energy. They seem to kill only for pleasure, not out of any need to feed.

A living spell appears similar to a normal spell effect, except that—even in the case of an instantaneous spell, such as *fireball*—the magical energy lingers, writhing and moving with definite purpose.

CREATING A LIVING SPELL

"Living spell" is an unusual template, in that it is applied to an arcane or divine spell effect (or in some cases, a group of spell effects) and not a creature. The characteristics of a living spell are determined by the nature of the spell(s), including the caster level of the spells. The template can be applied to any spell that creates an area or effect (not targeted spells), but not a spell whose effect is already a creature (such as a *summon monster* spell).

A living spell composed of more than one spell uses the caster level of its highest-level spell for all its spell effects.

Size and Type: A living spell's size depends on its caster level: 1st–6th is Medium, 7th–12th is Large, 13th or higher is Huge. Its type is ooze.

Hit Dice: A living spell has Hit Dice equal to its caster level. Its Hit Dice are d10s.

Speed: A living spell's speed depends on the spell's range: A spell with a range of close has a speed of 20 feet, a spell with a range of medium has a speed of 40 feet, and a spell with a range of long has a speed of 60 feet. A spell with any other range has a speed of 20 feet. If two spells with different ranges combine to make a living spell, the living spell's speed is base on the range of the slower of the two parent spells.

Armor Class: A living spell has a deflection bonus to its AC equal to its spell level.

Attack: A living spell gains a slam attack it can use once per round. The slam attack deals damage based on the living spell's size (see the table below), plus its Strength bonus × 1-1/2. A successful slam attack also affects the target as though it were within the spell effect or area (see Special Attacks, below).

Living Spell Size	Slam Damage
Fine	1
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A living spell has two special attacks.

Spell Effect (Su): A creature hit by a living spell's slam attack is subjected to the normal effect of the spell or spells making up the creature, as if it were within the area or effect of the spell itself. Saves apply as normal for the spell; the DC is 10 + spell level + Cha modifier.

Engulf (Ex): A living spell can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 10 + spell level + Cha modifier) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the spell(s) each round on the living spell's turn, and are considered to be grappled.

Special Qualities: A living spell has ooze traits, damage reduction 10/magic, and spell resistance equal to 10 + its caster level.

Saves: A living spell has normal saves for a creature of the ooze type (no good saves). It gains a resistance bonus on all saves equal to the spell level of the highest-level spell upon which it is based.

Abilities: A living spell has Strength, Constitution, and Charisma scores equal to 10 + its spell level. Its Dexterity and Wisdom scores are 7 + its spell level. It is mindless, and has no Intelligence score.

Skills and Feats: Living spells, being mindless, have no skills or feats.

Environment: Any land. Living spells are found in the Mournlands and other areas blasted by magic.

Organization: Solitary.

Challenge Rating: A living spell's Challenge Rating is equal to the spell level of the highest-level spell upon which it is based, plus one-half its caster level, rounded down (minimum CR 1). If the living spell is based on multiple spells, increase the CR by one-half the sum of the additional spell levels (minimum increase +1).

Treasure: None.

Alignment: Always neutral. If the original spell had an alignment, the living spell adds that alignment to its neutral alignment. For example, an evil spell would spawn a neutral evil living spell, a chaotic spell a chaotic neutral living spell, and so forth.

Advancement: —

Level Adjustment: —

CHILLING FOG

Large Ooze
Hit Dice: 9d10+18 (67 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 15 (–1 size, +1 Dex, +5 deflection), touch 15, flat-footed 14
Base Attack/Grapple: +6/+12
Attack: Slam +7 melee (1d6+3 plus 9d6 cold)
Full Attack: Slam +7 melee (1d6+3 plus 9d6 cold)
Space/Reach: 10 ft./5 ft.
Special Attacks: Cone of cold, engulf
Special Qualities: Blindsight 60 ft., damage reduction 10/magic, ooze traits, spell resistance 19
Saves: Fort +10, Ref +9, Will +9
Abilities: Str 15, Dex 12, Con 15, Int —, Wis 12, Cha 15
Skills: —
Feats: —
Environment: Cold marshes
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

A thick fog bank radiates cold as it drifts toward you.

A chilling fog is a living *cone of cold* spell, subjecting its prey to deathly frost.

Combat

A chilling fog often lurks in misty areas, making it difficult to detect until it attacks.

Cone of Cold (Su): A creature hit by a chilling fog's slam attack or engulfed by it is dealt 9d6 points of cold damage (Reflex DC 17 half).

Engulf (Ex): A chilling fog can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The chilling fog merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a chilling fog, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures take 9d6 points of cold damage (Reflex DC 17 half) and are considered to be grappled.

Illus. by F. Tsai

Glitterfire

GLITTERFIRE

Medium Ooze
Hit Dice: 5d10+5 (32 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 14 (+1 Dex, +3 deflection), touch 14, flat-footed 13
Base Attack/Grapple: +3/+4
Attack: Slam +4 melee (1d4+1 plus 5d6 fire plus glitterdust)
Full Attack: Slam +4 melee (1d4+1 plus 5d6 fire plus glitterdust)
Space/Reach: 5 ft./5 ft.
Special Attacks: Engulf, fireball, glitterdust
Special Qualities: Blindsight 60 ft., damage reduction 10/magic, ooze traits, spell resistance 15
Saves: Fort +5, Ref +4, Will +4
Abilities: Str 13, Dex 10, Con 13, Int —, Wis 10, Cha 13
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

A low cloud of bright, crackling motes of light move along the ground, causing tiny explosions in its wake.

Glitterfire is a living combination of two spells commonly employed on the war-torn fields of the Mournland—*glitterdust* and *fireball*. Armies made invisible by their allies were outlined through the use of *glitterdust* and then destroyed by their enemies through the judicious use of *fireballs*. These two energies merged into a single dangerous form that seeks out creatures and annihilates them in a gout of flame. Glitterfire floats a few inches above the ground, much like a fog.

Combat

Being unintelligent, glitterfire simply approaches any living creature, lighting it up and blinding it with *glitterdust* while erupting in tiny, but dangerous, explosions.

Engulf (Ex): A glitterfire can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A glitterfire merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the glitterfire, but if they do so they are

not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 14 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the fireball and glitterdust effects each round on the glitterfire's turn, and are considered to be grappled.

Fireball (Su): A creature hit by a glitterfire's slam attack or engulfed by it takes 5d6 points of fire damage (Reflex DC 14 half).

Glitterdust (Su): A creature hit by a glitterfire's slam attack or engulfed by it is blinded (Will DC 13 negates) and covered in dust for 5 rounds, rendering it visible (if invisible) and applying a –40 penalty on Hide checks.

LIVING BLASPHEMY

Huge Ooze (Evil)
Hit Dice: 13d10+39 (110 hp)
Initiative: +2
Speed: 20 ft. (4 squares)
Armor Class: 17 (–2 size, +2 Dex, +7 deflection), touch 17, flat-footed 15
Base Attack/Grapple: +9/+20
Attack: Slam +10 melee (1d8+4 plus spell effect)
Full Attack: Slam +10 melee (1d8+4 plus spell effect)
Space/Reach: 15 ft./10 ft.
Special Attacks: Blasphemy, engulf
Special Qualities: Blindsight 60 ft., damage reduction 10/magic, ooze traits, spell resistance 23
Saves: Fort +14, Ref +13, Will +13
Abilities: Str 17, Dex 14, Con 17, Int —, Wis 14, Cha 17
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 13
Treasure: None
Alignment: Always neutral evil
Advancement: —
Level Adjustment: —

A 15-foot-tall obelisklike pillar of utter blackness creeps toward you. Its dark sides reflect back distorted images of the scene as though spiteful.

A living blasphemy remains as evidence of dark deeds done in the name of evil. Once simply a *blasphemy* spell cast by an evil cleric, the living blasphemy now has a terrible life of its own. It has no purpose in life and seeks only the destruction of other creatures it encounters.

Living blasphemy

Combat

A living blasphemy attacks by slamming into prey with its body or engulfing foes.

Blasphemy (Su): A nonevil creature hit by a living blasphemy's slam attack or engulfed by the ooze suffers certain effects depending on how many Hit Dice it has, as shown in the table below.

Furthermore, a nonevil extraplanar creature struck or engulfed must succeed on a DC 20 Will save with a –4 penalty or be banished to its home plane and unable to return for 24 hours. The save DC is Charisma-based.

Target's HD	Effect
13	Dazed
9–12	Weakened
4–8	Paralyzed
3 or less	Killed

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead are destroyed.

The effects are cumulative and concurrent.

Engulf (Ex): A living blasphemy can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The living blasphemy merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living blasphemy, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 20 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the ooze moves forward. Engulfed creatures are subject to the living blasphemy's spell effect each round on the living blasphemy's turn and are considered to be grappled and trapped within its body.

Living Dictum

A smooth, gray cube of ooze glides directly toward you. Fifteen feet wide on each side, its perfect angles belie its jellylike form.

A living dictum has the same statistics and abilities as a living blasphemy, but it has the lawful descriptor instead of the evil descriptor, and its spell effect ability affects nonlawful creatures.

Illus. by D. Allsop

Target's HD	Effect
13	Deafened
9–12	Slowed
4–8	Paralyzed
3 or less	Killed

Deafened: The creature is deafened for 1d4 rounds.

Slowed: The creature is *slowed*, as the *slow* spell, for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead are destroyed.

The effects are cumulative and concurrent.

Living Holy Word

A 15-foot-tall smooth cylinder of milky liquid glides serenely forward.

A living holy word has the same statistics and abilities as a living blasphemy, but it has the good descriptor instead of the evil descriptor, and its spell effect ability affects nongood creatures.

Target's HD	Effect
13	Deafened
9–12	Blinded
4–8	Paralyzed
3 or less	Killed

Deafened: The creature is deafened for 1d4 rounds.

Blinded: The creature is blinded for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead are destroyed.

The effects are cumulative and concurrent.

Living Word of Chaos

A roughly cylindrical pillar of gelatin about the height of a giant wobbles before you. Mostly transparent, letters from various alphabets appear at random in its body and glide away into nothingness.

A living word of chaos has the same statistics and abilities as a living blasphemy, but it has the chaotic descriptor instead of the evil descriptor, and its spell effect ability affects nonchaotic creatures.

Target's HD	Effect
13	Deafened
9–12	Stunned
4–8	Confused
3 or less	Killed

Deafened: The creature is deafened for 1d4 rounds.

Stunned: The creature is stunned for 1 round.

Confused: The creature is *confused*, as by the *confusion* spell, for 1d10 minutes. This is a mind-affecting enchantment effect.

Killed: Living creatures die. Undead are destroyed.

The effects are cumulative and concurrent.

SICKENING SLEEP

Medium Ooze
Hit Dice: 1d10 (5 hp)
Initiative: –1
Speed: 20 ft. (4 squares)
Armor Class: 10 (–1 Dex, +1 deflection), touch 10, flat-footed 10
Base Attack/Grapple: +0/+0
Attack: Slam +0 melee (1d4 plus enfeeblement and sleep)
Full Attack: Slam +0 melee (1d4 plus enfeeblement and sleep)
Space/Reach: 5 ft./5 ft.
Special Attacks: Enfeeblement, engulf, sleep
Special Qualities: Blindsight 60 ft., damage reduction 10/magic, ooze traits, spell resistance 11
Saves: Fort +1, Ref +0, Will +0
Abilities: Str 11, Dex 8, Con 11, Int —, Wis 8, Cha 11
Skills: —
Feats: —
Environment: Underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

A gray swirling mist hangs thick in the air.

The living spell sickening sleep combines *sleep* and *ray of enfeeblement* to debilitating effect.

Combat

A sickening sleep is often encountered in dank underground passageways.

Engulf (Ex): A sickening sleep can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A sickening sleep merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a sickening sleep, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 11 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the ray of enfeeblement and sleep effects and are considered to be grappled.

Ray of Enfeeblement (Su): A creature hit by a sickening sleep's slam attack or engulfed by it takes a 1d6 penalty to Strength for 1 minute. Multiple hits are not cumulative, and the subject's Strength score cannot drop below 1.

Sleep (Su): A creature hit by a sickening sleep's slam attack or engulfed by it falls asleep for 1 minute (Will DC 11 negates).

LIZARDFOLK, BLACKSCALE

Large Monstrous Humanoid (Reptilian)
Hit Dice: 4d8+8 (26 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 16 (–1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple: +4/+12
Attack: Claw +7 melee (1d6+4) or greatclub +7 melee (2d8+6) or javelin +3 ranged (1d8+4)
Full Attack: 2 claws +7 melee (1d6+4) and bite +5 melee (1d6+2) or greatclub +7 melee (2d8+6) and bite +5 (1d6+2) or javelin +3 ranged (1d8+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., hold breath, resistance to acid 5
Saves: Fort +3, Ref +4, Will +4
Abilities: Str 19, Dex 10, Con 14, Int 8, Wis 11, Cha 7
Skills: Balance +5, Jump +12, Spot +4, Swim +10
Feats: Multiattack, Power Attack
Environment: Temperate forests
Organization: Solitary, gang (2–3), band (3–6 plus 1 leader of 3rd–6th level), or tribe (20–40 plus 50% noncombatants plus 2 lieutenants of 3rd–6th level and 1 leader of 4th–10th level)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +3

This stocky, heavily muscled reptilian humanoid stands almost 9 feet in height. Deep-socketed eyes and flat nasal openings give its face the appearance of a skull. Its scales are black, and a leathery crest running from the top of its head to the middle of its back rises up as it sees you. It flexes talon-tipped fingers and snarls, revealing a row of vicious fangs.

Like their smaller cousins, blackscale lizardfolk are primitive reptilian humanoids that can be very dangerous if provoked.

A blackscale lizardfolk is usually 8-1/2 to 9-1/2 feet tall, and weighs about 600 pounds. Its tail is 4 to 5 feet long.

Blackscale lizardfolk speak Draconic, and a blackscale lizardfolk with an Intelligence score of 12 or greater will also speak Common.

COMBAT

Blackscale lizardfolk are proud and fierce fighters, concerned with heroic action and personal glory. Left on their own, they will fight as disorganized individuals, but their leaders can force them to work together for short periods of time. The blackscales have little patience for tricks and traps, considering such tools to be the trade of lesser lizardfolk.

Hold Breath (Ex): A blackscale lizardfolk can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills: Because of their tails, blackscale lizardfolk have a +4 racial bonus on Balance, Jump, and Swim checks.

BLACKSCALE LIZARDFOLK WITH CLASS LEVELS

Most blackscales advance as barbarians, the race's favored class. Blackscale priests are actually adepts and can select spells from the Protection and Sun domains.

BLACKSCALE LIZARDFOLK IN EBERRON

Blackscales claim that their dark coloration and facial features are proof of a blood connection to the dragons of Haka'torvhak, but little proof to this claim exists.

The jungles of Q'barra are home to three distinct species of lizardfolk—the blackscales, the Cold Sun Tribes, and the poison dusk. The blackscales are the largest of the three, and throughout the history they have used their size to dominate and intimidate their smaller kindred. They are the guardians of the sacred city of Haka'torvhak and the warriors of the dragon Rhashaak. They are proud and arrogant, and are usually extremely hostile toward humans who trespass into the deep jungles of Q'barra.

While their culture is quite primitive, the blackscales have access to the vaults and arsenals of Haka'torvhak. High-ranking warriors or priests wear glittering jewels, and the weapons of the blackscales are often elaborately carved and decorated. The guardians of the sacred city may be equipped with better weapons, shields, or armor—possibly even magic relics from the deep vaults.

The blackscales typically live off the "tribute" they extract from the other tribes—officially, offerings made to the great dragon and its guardians. The dragon priests hold the ultimate authority within society but rarely use this power; in the absence of interference from a priest, the most powerful warrior rules the tribe. Any of the three species of lizardfolk can be called to serve as dragon priests; the blackscales consider the priests to be a fourth tribe, and thus see no shame in following their commands.

Blackscale lizardfolk

Illus. by S. Prescott

LIZARDFOLK, POISON DUSK

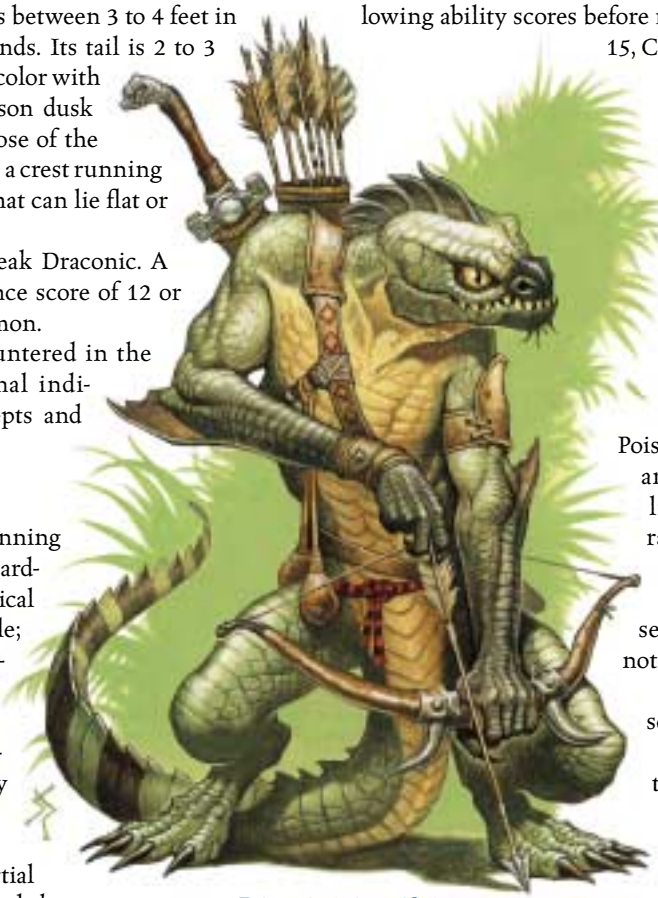
This reptilian humanoid seems to melt out of the shadows of the jungle. It is about three feet tall, and it has a lean, wiry build. It has large eyes that reflect the light and a slight crest that runs down the back of its head. It hisses at you, revealing sharp teeth.

While smaller than their lizardfolk cousins, the poison dusk lizardfolk are just as dangerous when provoked.

A poison dusk lizardfolk is between 3 to 4 feet in height, weighing 42–52 pounds. Its tail is 2 to 3 feet long, and its scales shift color with its mood. The eyes of a poison dusk lizardfolk are larger than those of the other species, and males have a crest running down the back of the head that can lie flat or extend based on mood.

Poison dusk lizardfolk speak Draconic. A lizardfolk with an Intelligence score of 12 or greater will also speak Common.

Most poison dusks encountered in the wild are rangers; exceptional individuals usually become adepts and sorcerers serving dragons.



Illus. by S. Prescott

Poison dusk lizardfolk

COMBAT

Poison dusks are far more cunning than the other species of lizardfolk. They prefer to avoid physical combat altogether if possible; when striking against a human village, they will often try to poison the water or food supply instead of launching a direct assault. When they do fight, they favor ambushes and clever traps. Bolas and nets are considered to be martial weapons for poison dusks, and they often use these tools to handicap larger foes while archers strike with poisoned arrows.

Poison Use: Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.

Chameleon Skin (Ex): Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on Hide checks.

Hold Breath (Ex): A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a –1 armor check penalty (–2 on Swim checks) for carrying a buckler.

The poison dusk ranger presented here had the following ability scores before racial adjustments: Str 12, Dex 13, Con 10, Int 8, Wis 11, Cha 9.

POISON DUSK LIEUTENANT

Poison dusk lizardfolk who advance their skills earn the respect of the tribe and act as leaders, first of squads and patrols and eventually of the community.

The poison dusk lieutenant presented here had the following ability scores before racial adjustments: Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10.

Combat

The poison dusk lieutenant uses its *magic fang* spell on its claws to enhance its combat ability.

Typical Ranger Spell Prepared (1; save DC 11 + spell level): 1—*magic fang*.

POISON DUSK AS CHARACTERS

Poison dusks are more intelligent and dedicated than the other lizardfolk, and most develop ranger skills. Poison dusk sorcerers and adepts are called by their dragon overlords to serve as dragon priests and are not found among the tribes.

Poison dusk characters possess the following racial traits:

— +2 Dexterity, +2 Constitution, –2 Charisma.

—Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

— A poison dusk lizardfolk's base speed is 30 feet.

— Racial Skills: A poison dusk lizardfolk has a +4 racial bonus on Balance, Jump, and Swim checks. A poison dusk lizardfolk can apply poison without endangering itself. Its chameleon skin allows it a +5 racial bonus on Hide checks.

— +3 natural armor bonus.

— Natural Weapons: 2 claws (1d3) and bite (1d3).

— Special Qualities (see above): Chameleon skin, hold breath, low-light vision

— Weapon Familiarity: Poison dusk lizardfolk treat bolas and nets as martial weapons rather than exotic weapons.

— Automatic Languages: Draconic, Common. Bonus Languages: Halfling, Sylvan.

— Favored Class: Ranger. A multiclassed poison dusk's ranger class does not count when determining whether it takes an XP penalty.

— Level adjustment +1.

	Poison Dusk Lizardfolk, 1st-Level Ranger Small Humanoid (Reptilian)	Poison Dusk Lieutenant, 4th-Level Ranger Small Humanoid (Reptilian)
Hit Dice:	1d8+1 (5 hp)	4d8+12 (33 hp)
Initiative:	+2	4d8+12 (33 hp)
Speed:	30 ft. (6 squares)	40 ft. (8 squares) with *longstrider*
Armor Class:	17 (+1 size, +2 Dex, +3 natural, +1 buckler), touch 13, flat-footed 15	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+1/–2	+4/+2
Attack:	Claw +3 melee (1d3+1) or longsword +3 melee (1d6+1/19–20) or shortbow +4 ranged (1d4/×3), or bola +4 ranged (1d3+1 nonlethal or ranged trip)	Claw +6 melee (1d3+2) or longspear +6 melee (1d6+3/×3) or masterwork longbow +8 ranged (1d6/×3), or bola +7 ranged (1d3+2 nonlethal or ranged trip)
Full Attack:	2 claws +3 melee (1d3+1) and bite +1 melee (1d3) or longsword +3 melee (1d6+1/19–20) and bite +1 melee (1d3) or shortbow +4 ranged (1d4/×3) or bola +4 ranged (1d3+1 nonlethal or ranged trip)	2 claws +6 melee (1d3+2) and bite +4 melee (1d3+1) or longspear +6 melee (1d6+3/×3) and bite +1 (1d3) or masterwork longbow +6/+6 ranged (1d6/×3), or bola +7 ranged (1d3+2 nonlethal or ranged trip)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft. (10 ft. with longspear)
Special Attacks:	Poison use	Poison use, spells
Special Qualities:	Chameleon skin, favored enemy +2 (humanoid/human), hold breath, low-light vision, wild empathy	Chameleon skin, favored enemy +2 (humanoid/human), hold breath, low-light vision, wild empathy
Saves:	Fort +3, Ref +4, Will +0	Fort +7, Ref +7, Will +2
Abilities:	Str 12, Dex 15, Con 12, Int 8, Wis 11, Cha 7	Str 14, Dex 17, Con 16, Int 8, Wis 12, Cha 8
Skills:	Balance +5, Climb +4, Hide +14, Jump +4, Move Silently +5, Spot +4, Survival +4, Swim +3	Balance +7, Climb +8, Hide +18, Jump +11*, Move Silently +10, Spot +8, Survival +8, Swim +7
Feats:	Multiattack, Track[B]	Endurance[B], Improved Initiative, Multiattack, Rapid Shot[B], Track[B]
Environment:	Temperate marshes	Temperate marshes
Organization:	Solitary, gang (2–3), band (5–8 plus 1 leader of 3rd–6th level), or tribe (20–40 plus 50% noncombatants plus 2 lieutenants of 3rd–6th level and 1 leader of 4th–10th level)	Solitary, band (1 plus 5–8 poison dusk lizardfolk), or tribe (2 plus level 20–40 plus 50% noncombatants and 1 leader of 4th–10th level)
Challenge Rating:	1	4
Treasure:	50% coins; 50% goods	50% coins; 50% goods (plus masterwork longbow)
Alignment:	Usually neutral	Usually neutral
Advancement:	By character class	By character class
Level Adjustment:	+1	+1

*with *longstrider*.

POISON DUSK LIZARDFOLK IN EBERRON

The poison dusks are one of the three species of lizardfolk found in Q'barra. Smaller and weaker than the other breeds of lizardfolk, they are faster and more intelligent than their larger cousins. They are highly skilled trackers and hunters and have long used poison, nets, and other tricks to bring down larger prey.

The poison dusks present the greatest danger to the human population of Q'barra. After the better part of a century, they still hate the warmblooded invaders with a fiery passion. Alone among the lizardfolk, they have adapted their tactics and traditions since the arrival of humanity. While they still shun armor, they have adopted the use of swords and bows, which are superior to the clubs and javelins used by the Cold Sun Tribes and the blackscale lizardfolk.

While the poison dusks consider themselves to be the superior breed of lizardfolk, they are fanatically devoted to the dragon Rhashaak and acknowledge the authority of the blackscales as the chosen guardians of the great dragon. The poison dusks generally avoid other lizardfolk, except when they travel to Haka'torvhak for religious ceremonies or to offer tribute to the great dragon. They are nomadic by nature and rarely stay in one area for more than a few months. The areas inhabited by the humans of Q'barra include many of the lands once frequented by these traveling nomads, and this is a major cause of the friction between the two species.

LUMI

A solemn and dignified head floats about six inches above the shoulders of the otherwise headless body of this stocky humanoid creature. The being's skin softly glows, and white light peeks between the cracks of its armor.

The lumi are a race of warriors and healers who live on the Positive Energy Plane. There they build towering cities of glass and light that are protected from intruders simply by virtue of the plane's dangers to nonnative life. The power of unchecked positive energy keeps all but the most curious from even reaching their doorstep.

The lumi worship Light as a concept rather than owing allegiance to any deity. They praise its ability to uncover that which is hidden and see it as a symbol of purity and truth. The lumi themselves are honest to a fault and are known for their inability to hold back from telling others blunt and unflattering truths. They despise deception above all other offenses, and lies (or even simple illusion spells) are capital crimes within their settlements. Lumi often travel to the Material Plane to battle wielders of negative energy or known deceivers. This can make them allies of good-aligned adventurers for a time, but they put their own code of honesty and truth ahead of the well-being of others. They think nothing of slaying those who offend their morality.

An average lumi stands between 5 and 7 feet in height and weighs 100 to 300 pounds.

Lumi speak their own language, Lumi, as well as Common.

COMBAT

A lumi wields a golden morningstar with trained ease as it wades into melee. It prefers open combat on a clear field of battle, eschewing ambush tactics entirely. Lumi clerics favor spells that enhance their warriors over those that directly affect the enemy.

Body of Light (Su): A lumi's body is infused with a softly glowing positive energy. It is immune to all death spells, magical death effects, energy drain, and any negative energy effects (such as from *inflict* spells or *chill touch*).

Lumi are adapted to live on the Positive Energy Plane. They never gain additional temporary hit points as a result of being on a plane with the major positive-dominant energy trait (see *Manual of the Planes*, page 12), and thus are never in danger of exploding when on the Positive Energy Plane. They still gain full benefit from the fast healing ability of planes with any positive-energy trait.

A lumi sheds white light in a 5-foot radius at all times. It cannot voluntarily suppress this ability, though the light can be concealed by spells that create darkness.

Clear Vision (Ex): A lumi cannot be blinded or dazzled by any effect. It can still be effectively blind due to concealment, such as by darkness or fog. It is specifically immune to *color spray*, *rainbow pattern*, *searing light*, *sunbeam*, *sunburst*, or other effects that use direct light as an attack form (such as a ghaele's light ray attack). *Sun blades* deal only nonlethal damage to a lumi.

Floating Head (Ex): A lumi's head naturally floats a few inches above its shoulders. The creature can rotate its head in any direction but cannot raise, lower, or otherwise move its head away from where it floats; an unseen force prevents others from moving its head as well. Opponents who flank a lumi do not gain the normal +2 bonus on attack rolls. Lumi are immune to the decapitation power of a *vorpal* weapon. They may not be strangled and are immune to suffocation.

Spell-Like Abilities: At will—*disrupt undead* (DC 10), *light*; 3/day—*cure light wounds*, *glitterdust* (DC 12). Caster level 3rd.

Skills: A lumi has a +2 racial bonus on Search, Sense Motive, and Spot checks.

LUMI CRUSADER

Often seen as the leaders of lumi warparties to other planes, crusaders are trained from those lumi knights that have shown faith and devotion to the cause of the Light. They are holy, fierce warriors, using their magic to maximum tactical advantage while still fighting effectively.

The lumi crusader presented here had the following ability scores before racial adjustments: Str 13, Dex 10, Con 14, Int 8, Wis 15, Cha 12.

Lumi

Combat

Crusaders cast their spells in preparation for combat, reserving only a few for healing their soldiers and other unforeseen situations. Once battle begins, they lead the charge, seeking to sunder the weapons of any enemy warriors.

Typical Cleric Spells Prepared (5/5/5/4; save DC 13 + spell level); 0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*; 1st—*bless*, *divine favor*, *protection from chaos**, *remove fear*, *shield of faith*; 2nd—*align weapon*, *bull's strength* (2), *heat metal**, *silence*; 3rd—*dispel magic*, *prayer*, *protection from energy*, *searing light**

*Domain spell. Domains: Law (cast law spells at +1 caster level) and Sun (greater turning against undead 1/day).

Possessions: Amulet of natural armor +2, +1 greatsword, +2 full plate armor, wand of cure light wounds.

Illus. by D. Allsop

	Lumi Medium Outsider	Lumi Crusader 2nd-Level Fighter/6th-Level Cleric Medium Outsider
Hit Dice:	2d8+4 (13 hp)	8d8+32 plus 2d10+8 (87 hp)
Initiative:	+3	+3
Speed:	20 ft. (4 squares) (half-plate armor); base 30 ft.	20 ft. (4 squares) (+2 *full plate armor*); base 30 ft.
Armor Class:	18 (–1 Dex , +7 half-plate armor, +2 heavy steel shield), touch 9, flat-footed 18	21 (–1 Dex , +10 +2 *full plate armor*, +2 natural *amulet of natural armor* +2), touch 9, flat-footed 21
Base Attack/Grapple:	+2/+3	+8/+11
Attack:	Masterwork morningstar +5 melee (1d8+1)	+1 *greatsword* +13 melee (2d6+5/17–20)
Full Attack:	Masterwork morningstar +5 melee (1d8+1)	+1 *greatsword* +13/+8 melee (2d6+5/17–20)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Spell-like abilities	Spells, spell-like abilities, turn undead (+1, 2d6+7, 6th)
Special Qualities:	Body of light, clear vision, darkvision 60 ft., floating head, outsider traits	Body of light, clear vision, darkvision 60 ft., floating head, outsider traits, positive energy aura
Saves:	Fort +5, Ref +2, Will +5	Fort +14, Ref +3, Will +11
Abilities:	Str 13, Dex 8, Con 15, Int 10, Wis 15, Cha 10	Str 16, Dex 8, Con 18, Int 8, Wis 20, Cha 12
Skills:	Concentration +7, Diplomacy +7, Heal +7, Knowledge (the planes) +5, Listen +7, Search +7, Sense Motive +9, Spot +9	Concentration +11 (+15 when casting defensively), Diplomacy +6, Heal +10, Knowledge (religion) +3, Knowledge (the planes) +4, Listen +8, Search +6, Sense Motive +11, Spot +9
Feats:	Improved Initiative[B], Weapon Focus (morningstar)	Combat Casting, Extra Turning, Improved Critical (greatsword), Improved Initiative[B], Improved Sunder, Power Attack[B], Weapon Focus (greatsword)[B]
Environment:	Positive Energy Plane	Positive Energy Plane
Organization:	Company (2–4 3rd level fighters or clerics), squad (11–20 3rd-level fighters or clerics plus 2 8th-level fighter/clerics and 1 12th-level cleric)	Solitary, crusade (30–100 3rd-level fighters or clerics plus 1 crusader for every 10 members, 5 10th-level fighters or paladins, 3 12th-level clerics, and 1 17th-level paladin or fighter/cleric)
Challenge Rating:	2	8
Treasure:	Standard	Standard
Alignment:	Often lawful neutral	Usually lawful neutral
Advancement:	By character class	By character class
Level Adjustment:	+2	+2

LUMI SOCIETY

The lumi have a highly ordered society with a strict hierarchy based on their theology. Each settlement is more or less independent, though periodically the High Ecclesiastics of many cities will gather in a hidden cathedral that floats alone in the Positive Energy Plane.

The lumi are dedicated to wiping out liars and other deceivers; they would like nothing more than to invade the Material Plane and execute every dishonest creature. Fortunately, their numbers are far too few for such a scourge—so far. The lumi's numbers are growing quickly. Some worry that within less than twenty years, the lumi may have enough soldiers to enact their envisioned cleansing. Such an invasion is likely to have grave consequences.

LUMI AS CHARACTERS

Lumi characters possess the following racial traits:

—+2 Strength, +4 Constitution, +4 Wisdom, –2 Dexterity.

—Medium size.

—A lumi's base land speed is 30 feet.

—Darkvision out to 60 feet.

—Racial Hit Dice: A lumi begins with two levels of outsider, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.

—Racial Skills: A lumi's outsider levels give it skill points equal to 5 × (8 + Int modifier). Its class skills are Concentration, Diplomacy, Heal, Knowledge (the planes), Listen, Search, Sense Motive, and Spot. Lumi have a +2 racial bonus on Search, Sense Motive, and Spot checks.

—Racial Feats: A lumi's outsider levels give it one feat. It gains Improved Initiative as a bonus feat.

—Special Attacks: Spell-like abilities (see above)

—Special Qualities: Body of light, clear vision, floating head (see above).

—Automatic Languages: Common, Lumi. Bonus Languages: Abyssal, Celestial, Dwarven, Infernal.

—Favored Class: Cleric. All lumi clerics channel positive energy regardless of their alignment. A lumi cleric worships Light and can choose from the Law, Sun, and War domains.

—Level adjustment +2.

LURKING STRANGLER

Tiny Aberration
Hit Dice: 2d8+2 (11 hp)
Initiative: +4
Speed: 5 ft. (1 square), fly 20 ft. (good)
Armor Class: 16 (+2 size, +4 Dex), touch 16, flat-footed 12
Base Attack/Grapple: +1/–10
Attack: Eye ray +7 ranged touch or lash +7 melee (1d4–3)
Full Attack: 2 eye rays +7 ranged touch or lash +7 melee (1d4–3)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: Eye rays, suffocate
Special Qualities: All-around vision, darkvision 60 ft., flight
Saves: Fort +1, Ref +4, Will +3
Abilities: Str 5, Dex 19, Con 13, Int 4, Wis 10, Cha 10
Skills: Hide +12, Listen +5, Search +1, Spot +8
Feats: Alertness[B], Weapon Finesse
Environment: Underground
Organization: Solitary or as pet/companion of a gauth or beholder
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 3–4 HD (Tiny); 5–6 HD (Small)
Level Adjustment: —

A 3-foot-long strand of striated muscle connects two floating eyeballs. The strand flexes and twists.

Illus. by J. Waysbak

Lurking strangler

Many species enjoy pets that resemble themselves. Some humans keep monkeys as companions and some rakshasas keep house cats. Gauths and beholders enjoy lurking stranglers. This lesser creature acts as a companion, pet, and occasional spy for them.

Lurking stranglers are 3 feet long from eyeball to eyeball. They weigh 5 pounds.

Lurking stranglers understand Beholder and Common. They have neither a mouth nor any means of speaking. They communicate by twisting their bodies. A wide-open posture usually signifies assent, and a tight spiral indicates fear, tension, or disagreement.

COMBAT

A lurking strangler primarily uses its eye rays to attack. It can use its entire body to lash at an adjacent foe. However, it prefers to keep its distance and let its eye rays defeat its enemies. Once its victims are asleep, it will coil itself around a foe and choke it to death.

Eye Rays (Su): Each of a lurking strangler's two eye rays resembles a spell cast by a 3rd-level caster. One eye acts as the *cause fear* spell, and the other produces a *sleep* effect. Each effect is negated with a DC 11 Will save. The save DCs are Charisma-based.

Cause Fear: This ray works like the spell. It has a range of 30 feet.

Sleep: This ray works like the spell, except that it affects one creature with up to 4 Hit Dice. It has a range of 130 feet.

Suffocate (Ex): If a lurking strangler hits a helpless foe with its lash attack, it wraps itself around the victim's throat and begins to choke it. In the first round, the victim falls unconscious (0 hit points). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates and dies.

All-Around Vision (Ex): Lurking stranglers are exceptionally alert and circumspect. Their eyes and physiology give them a +4 racial bonus on Spot checks and Search checks, and they can't be flanked.

Flight (Su): A lurking strangler's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

LURKING STRANGLERS IN EBERRON

The daelkyr (see page 278 of the Eberron *Campaign Setting*) created the first lurking stranglers out of boredom, and only later did their beholder minions adopt them as companions and pets. Although the beholders find lurking stranglers amusing and occasionally useful as sentries and spies, the species wasn't spawned for either purpose; they merely serve as living examples of the daelkyr's willingness to experiment.

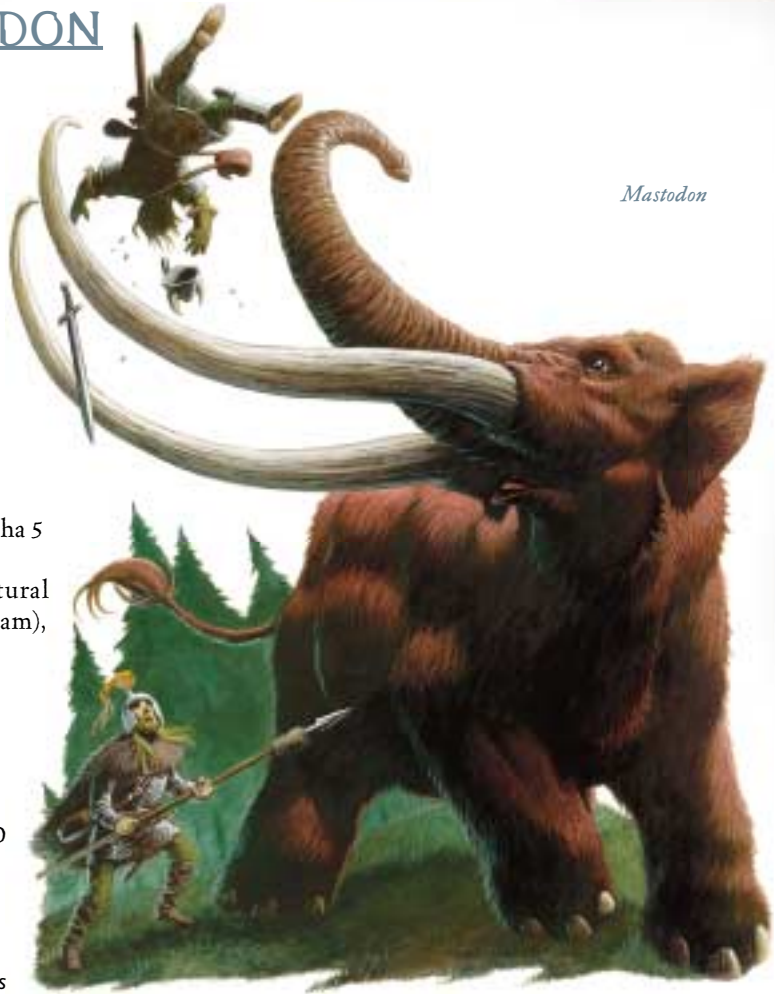
LURKING STRANGLERS IN FAERÛN

In the Forgotten Realms setting, beholder mages are the progenitors of lurking stranglers, creating them by means of a spell. Wherever beholder enclaves are found, so too are lurking stranglers. Ooltul, a small city in the Underdark, harbors the largest population of lurking stranglers.

MASTODON

Huge Animal
Hit Dice: 15d8+93 (160 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 16 (–2 size, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple: +11/+30
Attack: Gore +20 melee (3d8+16)
Full Attack: Slam +20 melee (2d8+16) and 2 stamps +15 melee (2d6+5); or gore +20 melee (3d8+16)
Space/Reach: 15 ft./10 ft. (gore up to 15 ft.)
Special Attacks: Trample 2d12+16
Special Qualities: Low-light vision, scent
Saves: Fort +15, Ref +9, Will +7
Abilities: Str 32, Dex 11, Con 23, Int 2, Wis 10, Cha 5
Skills: Listen +11, Spot +11
Feats: Alertness, Endurance, Improved Natural Attack (gore), Improved Natural Attack (slam), Iron Will, Toughness
Environment: Temperate forests
Organization: Solitary, pair, or herd (3–6)
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 16–30 HD (Huge); 31–45 HD (Gargantuan)
Level Adjustment: —

A gigantic elephantlike creature towers before you, with an extremely long pair of tusks that are nearly as long as it is.



Mastodon

Illus. by R. Horsley

More vicious and territorial than their more domesticated cousins, mastodons are ancient creatures related to elephants. Mastodons usually live in isolated forests, jungles, or tropical islands. In colder climates, they grow thick coats of fur, making them look very shaggy. A few species, especially those that live in snow regions, lack the extended tusks of the mastodon described here.

A mastodon stands 10 feet high at the shoulder and weighs over 4,000 pounds. Mastodon tusks are 12 to 15 feet long, providing the animal reach with its gore attack.

COMBAT

A mastodon, like an elephant, charges at threatening creatures. A mastodon's long tusks allow it to attack at a distance that far outreaches its opponent's ability to melee.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

Carrying Capacity: A light load for a mastodon is up to 4,152 pounds; a medium load, 4,153–8,304 pounds; and a heavy load, 8,305–12,480 pounds. A mastodon can drag 62,400 pounds.

MASTODON ANIMAL COMPANIONS

Druids of 16th level or higher can select mastodon animal companions. Apply a –15 adjustment to the druid's level for purposes of determining the companion's characteristics and special abilities.

MASTODONS IN EBERRON

Herds of mastodons freely wander the untamed hinterlands of the Tashana Tundra on the continent of Sarlona. Occasionally these enormous animals are captured and brought to Riedra, becoming beasts of burden for the Inspired. Frost giants living in the mountains of southern Xen'drik use Gargantuan mastodons as mounts. Many ivory hunters have been lured to their deaths in Xen'drik by rumors of great mastodon graveyards filled with tusks. A tusk from an adult mastodon can be sold for 500 gp or more in Khorvaire.

MASTODONS IN FAERÛN

Mastodons once walked as far west as Vaasa, Damara, and Narfell. However, encroaching civilization has pushed them east, into the Endless Wastes. There, small herds of mastodons still roam. However, the mastodon population dwindles year after year. An ivory tusk from a mastodon can fetch 500 gp or more in Thay and other lands farther west.

MINDSHREDDER

MINDSHREDDER LARVA

Small Aberration
Hit Dice: 2d8+4 (13 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 14 (+1 size, +1 Dex, +2 natural), touch 12, flat- footed 13
Base Attack/Grapple: +1/–3
Attack: Tentacle +2 melee (1d6 plus 1 Wis) or tentacle +2 melee touch (1 Wis)
Full Attack: 2 tentacles +2 melee (1d6 plus 1 Wis) or 2 tentacles +2 melee touch (1 Wis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Wisdom damage
Special Qualities: Darkvision 60 ft., thought sense 20 ft., transformation
Saves: Fort +2, Ref +1, Will +4
Abilities: Str 11, Dex 13, Con 15, Int 6, Wis 12, Cha 6
Skills: Hide +7, Move Silently +4
Feats: Improved Initiative
Environment: Underground
Organization: Solitary or pack (2–5)
Challenge Rating: 1
Treasure: None
Alignment: Usually lawful evil
Advancement: 3–6 HD (Small)
Level Adjustment: —

This squat lump of flesh rests on four short, thick legs that protrude from the sides of its body and bend like a spider's. Its flat snout and thick neck give it the appearance of a thick-bodied hairless bulldog, except for its strangely jointed legs and the two rubbery tentacles it waves aggressively in the air.

Mindshredder larvae are the first life stage of a dangerous group of aberrations known for their ability to detect the thoughts of living creatures and sap targets of their mental energy. Larvae feel an insatiable hunger for the mental energy that they feed upon, making them aggressive and nearly impossible to reason with or train. Larvae are the least powerful form of mindshredders, and their presence typically indicates that a more powerful group of mindshredder warriors or zenthals have moved into an area.

A mindshredder larva's legs radiate from high up on its body and are jointed like a spider's, leading many to think the beasts look like fleshy four-legged spiders. Two rubbery tentacles protrude from the creature's squat torso, and it uses these to bludgeon its foes and steal their mental energy.

The touch of a mindshredder larva's tentacles deals Wisdom damage to living creatures. The larva feeds off this mental energy, and once it has accumulated a sufficient amount, it can build a chrysalis and transform into a larger, more powerful mindshredder warrior. Mindshredder larvae average 2 feet in length and weigh about 16 pounds.

Mindshredder larvae do not speak, but they understand Common and Undercommon.

Combat

A mindshredder larva rushes into combat quickly, battering the nearest foe with its tentacles. Although not smart enough to devise truly sophisticated tactics, a larva attempts to ambush foes when possible. A mindshredder larva is perceptive enough to ascertain when its tentacle attacks are not penetrating the armor of its foe; in such a case, it attempt touch attacks against that foe rather than regular melee attacks.

Thought Sense (Su): All mindshredders are sensitive to the thought emanations of living creatures. A mindshredder larva usually does not need to make Spot or Listen checks to pinpoint the location of a living creature with an Intelligence of 3 or higher within 20 feet. Any opponent a mindshredder cannot see still has total concealment against the mindshredder, and the mindshredder still has the normal miss chance when attacking foes that have concealment. A mindshredder is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

A mindshredder need not have line of effect to a creature to detect it. A mindshredder's thought sense ability can penetrate barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Any creature immune to mind-reading effects (such as a character under the effect of *mind blank*) can't be detected with thought sense.

Wisdom Damage (Su): A mindshredder larva deals hit point damage as well as 1 point of Wisdom damage each time it hits a living creature with a tentacle attack. A mindshredder larva can also use a tentacle to make a touch attack. If successful, the touch attack deals no hit point damage but still deals 1 point of Wisdom damage.

If a mindshredder larva grapples an opponent, that opponent takes an extra 1 point of Wisdom damage at the beginning of each of the mindshredder larva's turns.

For each point of Wisdom damage that a mindshredder larva deals, it heals 2 hit points of damage. If a mindshredder larva is already at its maximum hit point total, it gains 2 temporary hit points for each point of Wisdom damage it deals. These temporary hit points last for a maximum of 1 hour.

Transformation (Ex): Once a mindshredder larva has fed on enough mental energy, it can build a cocoon and transform into a mindshredder warrior. A mindshredder larva must deal 20 points of Wisdom damage before it can build its chrysalis. Building the chrysalis requires one week of work. Once the chrysalis is complete, a larva must remain in the chrysalis for one month. At the end of the month, it emerges from the chrysalis as a mindshredder warrior.

A mindshredder larva's chrysalis has a hardness of 5 and 45 hit points (each chrysalis is 3 inches thick and has 15 hit points per inch of thickness). The hardened resin of a mindshredder larva's chrysalis is pale rose in color. A larva inside a chrysalis is helpless and dies if the chrysalis is destroyed.

MINDSHREDDER WARRIOR

Large Aberration
Hit Dice: 7d8+21 (52 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 19 (–1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple: +5/+14
Attack: Claw +10 melee (1d8+5 plus 1d2 Wis) or claw +10 melee touch (1d2 Wis)
Full Attack: 2 claws +10 melee (1d8+5 plus 1d2 Wis) or 2 claws +10 melee touch (1d2 Wis)
Space/Reach: 10 ft./10 ft.
Special Attacks: Wisdom damage
Special Qualities: Darkvision 60 ft., great leap, thought sense 40 ft., transformation
Saves: Fort +5, Ref +2, Will +6
Abilities: Str 21, Dex 11, Con 17, Int 6, Wis 12, Cha 6
Skills: Jump +35
Feats: Improved Initiative, Improved Natural Attack (claw), Weapon Focus (claw)
Environment: Underground
Organization: Solitary or pack (2–5)
Challenge Rating: 4
Treasure: None
Alignment: Usually lawful evil
Advancement: 8–14 HD (Large)
Level Adjustment: —

Protected by a thick, chitinous shell, the crablike creature before you has four legs and two powerful, bladelike claws.

Mindshredder warriors are the second life stage of the strange species of aberrations called mindshredders. They have physically powerful, crablike bodies and powerful slashing claws made out of a chitinous resin that they secrete.

Mindshredder warriors share a basic body structure with mindshredder larvae (see above). They have four thick, powerful legs that branch from their squat torso like a spider's. Each creature also has two thick claws that protrude from its torso just behind the neck.

The touch of a mindshredder warrior's claws deals Wisdom damage to living creatures. The warrior feeds off this mental energy, and once it has accumulated a sufficient amount, it can build a chrysalis and transform into a smaller but magically skilled form called a zenthal (see below). Mindshredder warriors average 8 feet long and weigh 1,000 pounds.

Mindshredder warriors do not speak, but they understand Common and Undercommon.

Combat

Mindshredder warriors are direct physical opponents in combat. They usually just rush toward the nearest foe and start slashing with their claws.

Great Leap (Ex): As a move action, a mindshredder warrior can make a great leap. The creature can cover any distance up to the distance indicated by the result of its Jump check, even if that distance exceeds its base speed. When using this ability, a mindshredder warrior calculates distances for standing long and high jumps as if it were making a running long or high jump. (A typical mindshredder warrior covers an average distance of about 45 feet with this ability.)

Thought Sense (Su): Like a mindshredder larva, a mindshredder warrior is sensitive to the thought emanations of living creatures. A mindshredder warrior's thought sense functions out to a distance of 40 feet.

Wisdom Damage (Su): A mindshredder warrior deals hit point damage as well as 1d2 points of Wisdom damage each time it hits a living creature with a claw attack. A mindshredder warrior can also use a claw to make a touch attack. If successful, the touch attack deals no hit point damage but still deals 1d2 points of Wisdom damage.

If a mindshredder warrior grapples an opponent, that opponent takes an extra 1d2 points of Wisdom damage at the beginning of each of the warrior's turns.

For each point of Wisdom damage that a mindshredder warrior deals, it heals 2 hit points of damage. If a mindshredder warrior is already at its maximum hit point total, it gains 2 temporary hit points for each point of Wisdom damage it deals. These temporary hit points last for a maximum of 1 hour.

Transformation (Ex): Once a mindshredder warrior has fed on enough mental energy, it can build a cocoon and transform into a mindshredder zenthal. A mindshredder warrior must deal a total of 80 points of Wisdom damage before it can build its chrysalis. Building the chrysalis requires one week of work. Once the chrysalis is complete, the warrior must remain in the chrysalis for a month. At the end of the month, it emerges from the chrysalis as a mindshredder zenthal.

A mindshredder warrior's chrysalis has a hardness of 5 and 90 hit points (the cocoon is 6 inches thick and has 15 hit points per inch of thickness). The hardened resin of a mindshredder warrior's chrysalis is pale rose in color. A warrior inside a chrysalis is helpless and dies if the chrysalis is destroyed.

Skills: A mindshredder warrior has a +20 racial bonus on Jump checks.

MINDSHREDDERS IN EBERRON

Mindshredder larvae, warriors, and zenthals prey on humanoid communities in the caverns of Khyber. If a mindshredder lair lies close enough to the surface, mindshredder warriors (accompanied by a zenthal) will occasionally venture aboveground in search of prey, saving enough of what they find for the hungry mindshredder larvae left behind.

MINDSHREDDER ZENTHAL

Medium Aberration
Hit Dice: 13d8+26 (84 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 25 (+3 Dex, +8 natural, +4 *shield*), touch 13, flat-footed 22
Base Attack/Grapple: +9/+8
Attack: Tentacle +12 melee touch (1d4 Wis)
Full Attack: 2 tentacles +12 melee touch (1d4 Wis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, Wisdom damage
Special Qualities: Darkvision 60 ft., shield of force, thought sense 60 ft.
Saves: Fort +6, Ref +7, Will +11
Abilities: Str 8, Dex 16, Con 15, Int 12, Wis 12, Cha 18
Skills: Concentration +18, Intimidate +20, Jump +3, Listen +7, Spot +7
Feats: Ability Focus (*confusion*), Ability Focus (*hypnotic pattern*), Iron Will, Quicken Spell-Like Ability (*hypnotic pattern*), Weapon Finesse
Environment: Underground
Organization: Solitary or troop (1 zenthal plus 2–5 mindshredder warriors)
Challenge Rating: 8
Treasure: None
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: —

The strange-looking creature resembles a gaunt, fleshy spider with only four thin legs. Two tentacles protrude from its shoulders, swinging over the creature's head and dripping a toxic-looking slime. The creature's skin has a faint bluish glow, and it is clear that some strange mystical energy surrounds it.

The final and most powerful life stage of the strange creatures known as mindshredders, the mindshredder zenthal combines powerful spell-like abilities with the Wisdom-damaging attacks that all mindshredders share. Like other mindshredders, zenthals are cruel predators who feed on the mental energy of living creatures. Although a zenthal is intelligent enough to reason with other creatures, it does so only as a means of preserving its own life or securing intelligent creatures on whom it and its progeny can feed.

Mindshredder zenthals share a basic body structure that other mindshredders have, but where other mindshredders are squat and physically powerful, zenthals are thin and strikingly quick. They have four long legs that branch from their emaciated torso like a spider's legs. They also have two thin, slime-coated tentacles that protrude from the torso just behind the neck. In their transformation from warriors, mindshredder zenthals shed their chitinous carapace and gain the ability to generate magical fields of energy that resemble the *mage armor* and *shield* spells. These magical protections are nearly invisible, but they give the skin of the zenthal a bluish glow.

The touch of a mindshredder zenthal's tentacles deals Wisdom damage to living creatures. Unlike lesser forms of mindshredders who store this mental energy and use it to power their transformation into a higher life stage, zenthals use it to generate offspring. Once a zenthal has dealt 60 points of Wisdom damage, it secrets itself away for a week while it asexually produces 1d4 mindshredder larvae.

Although larvae and warriors instinctively move in packs for protection, the zenthals know that these packs draw attention. After giving birth to one or two packs of larvae, a zenthal usually moves to a new area, leaving the larvae behind to fend for themselves. Mindshredder zenthals average 4 feet in length and weigh about 60 pounds.

Mindshredder zenthals speak Common and Undercommon.

Combat

A mindshredder zenthal is a far more intelligent and sophisticated antagonist than its lesser mindshredder brethren. Where the larva and warrior incarnations of the mindshredder rush headlong into battle, a zenthal uses its spell-like abilities to distract and confuse its foes before entering melee. When possible, zenthals gather groups of warrior and larva mindshredders around them, directing the efforts of these simpler creatures and benefiting from the physical protection that they offer. Although zenthals are willing to sacrifice lesser mindshredders to save themselves, they are genuinely interested in preserving the species and do not throw away the lives of any mindshredder needlessly.

Shield of Force (Su): A magical shield of force protects a mindshredder zenthal at all times. This shield grants the zenthal a +4 shield bonus to AC (even against incorporeal touch attacks, since it is a force effect) and negates magic missile attacks directed at it (just as a *shield* spell does).

Spell-Like Abilities: 3/day—*confusion* (DC 20), *hypnotic pattern* (DC 18). Caster level 13th.

Thought Sense (Su): Like the larva and the warrior, a mindshredder zenthal is sensitive to the thought emanations of living creatures. A mindshredder zenthal's thought sense functions out to a distance of 60 feet.

Wisdom Damage (Su): A mindshredder zenthal's tentacles deal 1d4 points of Wisdom damage each time it hits a living creature with a melee touch attack.

If a mindshredder zenthal grapples an opponent, that opponent takes an extra 1d4 points of Wisdom damage at the beginning of each of the zenthal's turns.

For each point of Wisdom damage that a mindshredder zenthal deals, it heals 2 hit points of damage. If a mindshredder zenthal is already at its maximum hit point total, it gains 2 temporary hit points for each point of Wisdom damage it deals. These temporary hit points last for a maximum of 1 hour.

Tactics Round-By-Round

A mindshredder zenthal is most effective when it can divide and distract the party with its spell-like abilities and then attack one creature at a time.

Prior to Combat: A mindshredder zenthal knows that it has little chance of hurting creatures immune to both mind-affecting abilities and ability score damage. When confronted by such creatures in the presence of minions or allies, it directs those minions and allies to concentrate on such foes first. If it encounters such creatures alone, a mindshredder zenthal does not hesitate to flee.

Round 1: Quickened *hypnotic pattern*, *confusion* on the largest concentration of creatures not affected by the *hypnotic pattern*.

Round 2: Quickened *hypnotic pattern*. If most creatures are affected by either *confusion* or one of the two *hypnotic patterns*, advance and attack the creature that is likely to have the lowest Wisdom.

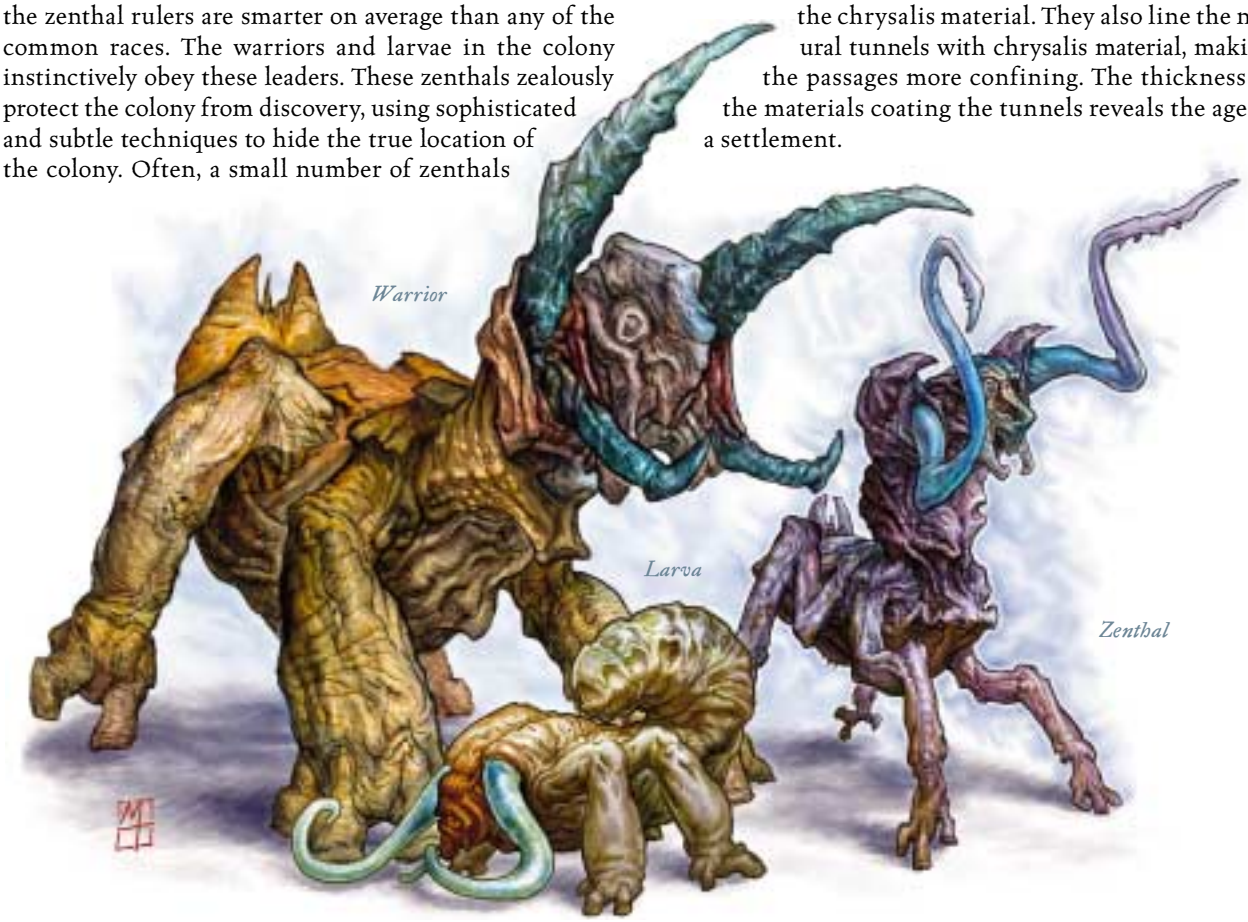
Round 3: If more than one foe is unaffected by spell-like abilities, *confusion*. If (after the second *confusion*) facing only one creature not under the effect of *confusion* or *hypnotic pattern*, continue fighting; otherwise, retreat.

MINDSHREDDER SOCIETY

Although the aberrations are organized and efficient in their own way, mindshredder society more closely resembles a colony of vermin than the sophisticated cultures of the civilized races. Mindshredders are grouped by colony, led by a group of the eldest zenthals.

While most members of a minshredder colony have far less sophisticated mental capacity than the average human, the zenthal rulers are smarter on average than any of the common races. The warriors and larvae in the colony instinctively obey these leaders. These zenthals zealously protect the colony from discovery, using sophisticated and subtle techniques to hide the true location of the colony. Often, a small number of zenthals sets up a few satellite colonies some distance away from the main community and populates it with a variety of mindshredders. These stations serve as guard outposts and as a staging area for exploration or raids. Any major movement from the main colony, such as an assault on a surface community, is careful to travel through one of the satellites and return by the same route. If attacked, the mindshredders, even the zenthals, in the satellite colonies, loyally fight to the death, as if defending their home and young. These sacrifices, although painful to the mindshredders, serve the greater good of protecting the larger numbers of larvae and mindshredders caught in their chrysalis transformations in the main colony. Recognizing a satellite colony is no easy task, but a character who studies a mindshredder colony for at least a minute can attempt a DC 35 Knowledge (dungeoneering) check to determine the true nature of the colony.

The species prefers underground cavern complexes for their colony lairs. A new colony settles in natural tunnels and caves. They focus first on making the area safe and producing larvae. Both mindshredder warriors and mindshredder zenthals are capable of bearing young, and both produce the same brutish larvae when they reproduce. As the colony grows and more minshredders in the settlement go through the chrysalis process, the more alien-looking the caverns become. The mindshredders reshape their living area with strangely twisted pillars of the chrysalis material. They also line the natural tunnels with chrysalis material, making the passages more confining. The thickness of the materials coating the tunnels reveals the age of a settlement.



Mindshredders

Illus. by M. Tedin

MIVILORN

Resembling a very large elephant crossed with a dog, this creature has a massive, oversized head with jutting, ragged teeth and loose skin on its jowls.

The mivilorn thrives when fending for itself on the plane of Acheron, and it is also a favorite war mount of many demons. Mivilorns are very aggressive when encountered in the wild, and they hunt Medium and larger creatures for food.

A mivilorn has a blocky, solid body much like that of an elephant and is covered with a wrinkled, tough, dark gray, hairless hide. The body of a wild mivilorn is almost always covered with caked-on mud. The large feet of a mivilorn are more lionlike than elephantine. Although the creature never uses its feet for attacks because of its weight, the mivilorn has a surprising degree of dexterity for its size, in part because of the structure of its feet.

The most prominent feature of a mivilorn is its massive head that is as wide as its body. The shape of the head resembles that of a mastiff's, but with even more pronounced loose, hanging skin on either side of its jowls. This loose skin allows a mivilorn to open its mouth incredibly wide and swallow smaller prey whole, sometimes more than one at a time.

Fully open, the mouth of a mivilorn can be up to 8 feet wide and 7 feet from lower to upper jaw. It is filled with large, ragged teeth designed for crushing and piercing prey. The large jowls also house glands that secrete a potent digestive acid that can be seen dripping from the teeth and gums of a mivilorn's mouth, oozing out even when the mouth is closed. A large part of a mivilorn's digestion occurs in its mouth.

A typical mivilorn stands nearly 14 feet tall at the shoulder, is around 18 feet in length, and weighs at least 8 tons. Mivilorns do not speak, but they understand simple commands in Abyssal.

Illus. by F. Vohwinkel

Mivilorn

COMBAT

When attacking from a distance, a mivilorn instinctively charges in order to use its charging bite special attack.

A mivilorn's natural weapons are treated as chaotic-aligned for the purpose of overcoming damage reduction.

A mivilorn normally attacks using its Power Attack feat, taking a –15 penalty on its attack rolls and gaining a +15 bonus on damage rolls.

Breath Weapon (Su): 3/day—As a free action, a mivilorn can spew out digestive acid on its opponents. This breath weapon is a 15-foot cone, and it deals 5d4 points of acid damage to any caught in the area (Reflex DC 23 half). The save DC is Dexterity-based.

Charging Bite (Ex): When charging, a mivilorn opens its expansive mouth to its fullest width in order to swallow one or more opponents whole. If a mivilorn succeeds on a bite attack at the end of a charge, the victim must make a DC 23 Reflex save to avoid being scooped into the creature's expanded, open mouth. A mivilorn can scoop up a single Large creature, or two creatures of Medium or smaller size in the same attack if they are adjacent. In the latter case, the mivilorn makes one attack roll against the opponent with the higher AC. If the creature hits, both opponents take bite damage, and each gets its own Reflex save to avoid being trapped in the toothy cage. The save DC is Dexterity-based.

Improved Grab (Ex): In order to swallow an opponent without charging, a mivilorn must hit a Large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A swallowed creature automatically takes 6d4 points of bite damage every round in addition to the maximum damage from the mivilorn's acid attack (8 points). A mivilorn spews out any creature or creatures that succeed in dealing a total of 40 points of damage to its mouth (which has damage reduction 15/bludgeoning and an AC of 16). Trapped creatures may only use light melee weapons.

After 3 rounds of chewing on an opponent, a mivilorn spits it out to see if it is dead. If it's still alive, the mivilorn attempts to grapple and swallow the creature a second time.

ELITE DEMON WAR MOUNT

A mivilorn's size and ferocity make it valuable as a war mount for those brave and skilled enough to ride it. Mivilorns are most typically found roaming the plane of Pandemonium and can be pressed into service as war mounts in the armies of demons, who tenaciously guard the secrets they use to subdue and train these creatures. A mivilorn that is not controlled magically attacks its own rider or trainer, neglecting all other adversaries, following the roll

	Mivilorn Huge Magical Beast (Chaotic, Extraplanar)	Elite Demon War Mount Huge Magical Beast (Chaotic, Extraplanar)
Hit Dice:	24d10+192 (324 hp)	30d10+300 (465 hp)
Initiative:	+1	+1
Speed:	40 ft. (8 squares)	30 ft. in banded mail barding (6 squares), base speed 40 ft.
Armor Class:	21 (–2 size, +1 Dex, +12 natural), touch 9, flat-footed 20	26 (–2 size, +12 natural, +6 splint mail), touch 8, flat-footed 26
Base Attack/Grapple:	+24/+42	+30/+50
Attack:	Bite +17 melee (4d6+30/19–20 plus 2d4 acid)*	Bite +25 melee (6d6+34/19–20 plus 2d4 acid)*
Full Attack:	Bite +17 melee (4d6+30/19–20 plus 2d4 acid)*	Bite +25 melee (6d6+34/19–20 plus 2d4 acid)*
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Breath weapon, charging bite, improved grab, swallow whole	Breath weapon, charging bite, improved grab, swallow whole
Special Qualities:	Darkvision 60 ft., low-light vision, scent, spell resistance 17	Combative mount, darkvision 60 ft., low-light vision, scent, spell resistance 21
Saves:	Fort +22, Ref +15, Will +10	Fort +27, Ref +17, Will +13
Abilities:	Str 31, Dex 13, Con 26, Int 4, Wis 14, Cha 11	Str 35, Dex 11, Con 30, Int 4, Wis 16, Cha 12
Skills:	Intimidate +10, Listen +7, Spot +12, Survival +9	Intimidate +15, Listen +9, Spot +17, Survival +11
Feats:	Alertness, Die Hard, Endurance, Improved Bull Rush, Improved Critical (bite), Improved Overrun, Power Attack, Skill Focus (Listen), Track	Alertness, Armor Proficiency (light)[B], Armor Proficiency (medium)[B], Armor Proficiency (heavy)[B], Die Hard, Endurance, Improved Bull Rush, Improved Critical (bite), Improved Natural Attack (bite), Improved Overrun, Power Attack, Run, Skill Focus (Listen), Track
Environment:	Windswept Depths of Pandemonium	Windswept Depths of Pandemonium
Organization:	Solitary or herd (6–30)	Solitary
Challenge Rating:	11	16
Treasure:	None	None
Alignment:	Usually chaotic neutral	Chaotic neutral
Advancement:	25–36 HD (Huge)	31–36 HD (Huge)
Level Adjustment:	—	—

*Includes adjustments for Power Attack feat.

of a natural 1 on any Handle Animal or Ride check made by that rider or trainer.

The elite demon war mount presented here had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 15, Dex 8, Con 14, Int 10, Wis 13, Cha 12.

Combat

A trained mivilorn is at home in the chaos and slaughter of the battlefield. A mivilorn demon war mount only uses its charge attack and breath weapon if so commanded by its rider.

Breath Weapon (Su): The save DC for an elite demon war mount's breath weapon (DC 26) is adjusted for its increased Hit Dice and ability scores.

Charging Bite (Ex): The save DC for an elite demon war mount's charging bite (DC 26) is adjusted for its increased Hit Dice and ability scores.

Combative Mount (Ex): A rider on a trained mivilorn war mount gets a +2 circumstance bonus on Ride checks. A trained war mount gains proficiency with light, medium, and heavy armor.

Skills: A mivilorn war mount has a +1 racial bonus on Listen checks and Spot checks.

MIVILORNS IN EBERRON

In the Eberron campaign setting, mivilorns are native to the war-torn plane of Shavarath. They are also found in the deep caverns of Khyber, lurking in the former lairs of their demonic masters who have since been trapped or destroyed.

MIVILORNS IN FAERÛN

In the Forgotten Realms campaign setting, mivilorns roam the plane of Fury's Heart. They are also encountered as mounts on Blood Rift, where they serve demons fighting in the Blood War.

NECRONAUT

Gargantuan Undead (Chaotic, Evil, Extraplanar)
Hit Dice: 32d12 plus 96 (304 hp)
Initiative: +3
Speed: 50 ft. (10 squares)
Armor Class: 25 (–1 Dex, –4 size +20 natural), touch 5, flat-footed 25
Base Attack/Grapple: +16/+43
Attack: Slam +22 melee (4d6+20)*
Full Attack: 4 slams +22 melee (4d6+20)*
Space/Reach: 20 ft./20 ft.
Special Attacks: Assimilate corpse, trample 4d6+22
Special Qualities: Damage reduction 15/lawful or magic, darkvision 60 ft., necromantic effects, spell resistance 25, undead traits, unholy toughness
Saves: Fort +10, Ref +9, Will +20
Abilities: Str 41, Dex 8, Con—, Int 7, Wis 14, Cha 16
Skills: Knowledge (the planes) +10, Listen +33, Spot +33, Survival +2 (+4 other planes)
Feats: Alertness, Awesome Blow, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Weapon (slam), Improved Overrun, Improved Sunder, Power Attack
Environment: Infinite Layers of the Abyss
Organization: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Always chaotic evil
Advancement: 33–64 HD (Gargantuan); 65–96 HD (Colossal)
Level Adjustment: —
*Includes adjustments for Power Attack feat.

A towering shape seemingly built from bones and corpses, this creature rolls and lurches across the ground, searching around itself with four massive, angular arms.

Illus. by D. Ormston

Necronaut

The necronaut is an undead monstrosity that abhors life. It communicates grudgingly with constructs and other undead, from whom others have learned what little is known about these macabre creatures. Necronauts are created by demons that on plains of bones in the Abyss and then sent forth to the Material Plane to kill, and to grow by adding bones and corpses to their hulking forms. Individual necronauts vary in shape but average about 20 feet tall, 20 feet wide, and 30 to 40 feet long; each one weighs some 50 tons.

A necronaut speaks Infernal and rarely bothers to learn other languages.

COMBAT

A necronaut attacks by crushing as many opponents as it can beneath itself, then attacking any survivors with its slam attacks.

A necronaut's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

A necronaut normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls.

Assimilate Corpse (Su): A necronaut can, as a move action, add the corpse of an opponent to its body. Once the corpse is added, the necronaut begins assimilating it. This process takes 1 round to run its course and heals some damage to the necronaut, based on the size of the assimilated creature: Small or smaller, 10 points healed; Medium, 30 points; Large, 60 points; Huge, 100 points; Gargantuan, 150 points; or Colossal, 210 points. Once a creature is fully assimilated, it cannot be raised from the dead. Before a creature is fully assimilated, an ally can pull it free with a DC 24 Strength check.

Necromantic Effects (Su): Necronauts are affected differently by some spells. Because each one is composed of bones and corpses, spells that create undead deal 1d4 points of damage per caster level to a necronaut, up to the maximum given here for each spell: *animate dead,* 10d4; *create undead,* 15d4; *create greater undead,* 20d4.

Trample (Ex): Reflex half DC 41. The save DC is Strength-based.

Unholy Toughness (Ex): A necronaut gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

NECRONAUTS IN EBERRON

Necronauts are juggernauts that roam the Mournland, collecting bones and corpses and increasing in size and toughness as they do. The warforged that follow the Lord of Blades have had some limited success in controlling a few of them, but mostly they go where they will. Those warforged also know that necronauts form near sinister planar rifts that haunt the Mournland.

Planar travelers have sought necronauts on the plane of Dolurrh, not realizing that they are native to the plane of Mabar, the Endless Night.

NEEDLETOOTH SWARM

Tiny Animal (Swarm)
Hit Dice: 11d8+22 (71 hp)
Initiative: +9
Speed: 40 ft. (8 squares)
Armor Class: 19 (+2 size, +5 Dex, +2 natural), touch 17, flat-footed 14
Base Attack/Grapple: +8/—
Attack: Swarm (3d6)
Full Attack: Swarm (3d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, wounding
Special Qualities: Half damage from slashing and piercing weapons, low-light vision, scent, swarm traits
Saves: Fort +9, Ref +14, Will +4
Abilities: Str 2, Dex 21, Con 15, Int 2, Wis 13, Cha 2
Skills: Hide +18*, Listen +7, Move Silently +10, Spot +7
Feats: Alertness, Improved Initiative, Lightning Reflexes, Stealthy
Environment: Warm forests
Organization: Solitary, gang (2–4 swarms), or pride (5–8 swarms)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

A wave of tiny, brightly colored dinosaurs chirps and whistles as it cascades over the ground.

Named for their large, incredibly sharp fangs, needletooth dinosaurs are extremely dangerous predators that hunt in massive swarms, tearing apart land animals the same way piranhas devour their prey. Always hungry, needletooth swarms prowl the underbrush of jungles and have no compunctions about what they eat. They are inquisitive, fearless, and quickly overcome any skittishness toward strange or unusual beasts that may stumble into their jungle territory.

Needletooth dinosaurs are crafty and patient hunters that will stalk and harry prey for miles before closing in for the kill. They are noted for their high-pitched trilling sound, which can seem harmless, almost cute, until a swarm descends on its target.

Needletooth dinosaurs stand 1 foot tall and weigh 2 pounds.

COMBAT

A needletooth swarm seeks to surround and attack any living prey it encounters. A swarm deals 3d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature vulnerable to a needletooth swarm's damage that begins its turn with a swarm in its space is nauseated for 1 round; a Fortitude DC 17 negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a needletooth swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a needletooth swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Skills: *Needletooth swarms gain a +4 racial bonus on Hide checks when in areas of dense foliage, jungle, or heavy underbrush.

Needletooth swarm

Illus. by H. Lyon

NEEDLETOOTH SWARMS IN EBERRON

Needletooth swarms scour the jungles and ruins of Q'barra, particularly in and around the ancient city of Haka'torvhak. They are also found in Dajar Orioth (the Jungle of Daggers) in Aerenal. A variety of needletooth swarm found in the northern jungles of Xen'drik carries the red ache disease (see page 292 of the *Dungeon Master's Guide*).

NEEDLETOOTH SWARMS IN FAERÛN

Needletooth swarms can be found in the Jungles of Chult and the Black Jungles. Some varieties of needletooth swarms are poisonous (Fortitude DC 17, initial and secondary damage 1d3 Dex) and have a Challenge Rating of 7. The poison's save DC is Constitution-based.

NIGHT TWIST

Large Plant
Hit Dice: 15d8+135 (202 hp)
Initiative: –2
Speed: 10 ft. (2 squares)
Armor Class: 27 (–1 size, –2 Dex, +15 natural, +5 deflection), touch 12, flat-footed 27
Base Attack/Grapple: +11/+29
Attack: Slam +24 melee (2d8+14)
Full Attack: 3 slams +24 melee (2d8+14)
Space/Reach: 10 ft./20 ft.
Special Attacks: Death curse, despair song, spell-like abilities, wind blast
Special Qualities: Damage reduction 10/slashing, low-light vision, plant traits, unholy grace, vulnerability to fire
Saves: Fort +23, Ref +8, Will +14
Abilities: Str 39, Dex 6, Con 29, Int 12, Wis 14, Cha 21
Skills: Hide +7*, Knowledge (nature) +10, Listen +17, Listen +9, Move Silently +8, Spot +12, Survival +17 Survival +9 (+11 aboveground)
Feats: Blind-Fight, Diehard, Endurance, Improved Sunder, Iron Will, Power Attack
Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 12
Treasure: Standard coins, no goods, standard items
Alignment: Always neutral evil
Advancement: 16–24 HD (Large); 25–48 HD (Huge)
Level Adjustment: —

You see a large, black, leafless tree characterized by unnatural and unsettling shapes. It radiates gloomy twilight, nightmares, and sorrow.

Long before luckless travelers in more remote and foreboding marshes see the harrowing sight of a lone night twist, they hear its haunting and melancholy song. The ghostly moaning sounds of its song seem slightly different to every traveler. For some, the song of the night twist sounds like a women weeping. To others, it is more akin to a cold wind blowing over a desolate graveyard. Most likely, the despair song of a night twist is the most sorrowful sound each traveler can conjurer within his or her own mind.

Night twists subsist in the most inhospitable marshes, feeding on the rotting carcasses of creatures and travelers attracted by its despair song. A typical night twist stands 15 feet tall and weighs 600 pounds.

Night twists rarely speak, but they understand Common, Elven, and Sylvan.

COMBAT

A night twist, when actively seeking victims, sends out its despair song in order to bring prey to it. When those lured by the song are within range, a night twist uses its *phantasmal killer* spell-like ability. A night twist employs its powerful slam attack only if opponents first survive the illusion. The creature uses its *entangle* and *deeper darkness* spell-like abilities to keep opponents from escaping. When a night twist feels threatened, it uses its wind attack and *fear* spell-like ability.

Death Curse (Su): Killing a night twist invites a curse similar to that bestowed by the *nightmare* spell. The creature dealing the death blow must make a DC 22 Will save to avoid being cursed with hideous and unsettling nightmares that prevent restful sleep and deal 1d10 points of damage. The recipient becomes fatigued and unable to prepare or ready arcane spells for the next 24 hours. The nightmares and resulting damage affect the subject every night until the curse is removed or the victim dies. If the curse is removed, the victim remains fatigued for 24 hours thereafter.

A *limited wish* spell or more powerful magic cast while the subject is in the throes of a nightmare is the only way to remove a night twist's death curse. The save DC is Charisma-based.

If the victim of a night twist victim dies and is interred, a new night twist springs from where the corpse was laid one month later. While the creature is developing, a night twist "sapling" appears at the gravesite; the creature seems to be a normal (nonintelligent) plant until it reaches maturity.

Despair Song (Su): Every evening, a night twist emits a sorrowful sound that inspires melancholy and despair in all creatures with an Intelligence score of 6 or higher within a radius of five miles per Hit Die of the night twist. Those who fail a DC 22 Will save are affected as if by a *crushing despair* spell and must seek out the source of their sorrow (the night twist) to the neglect of all other tasks or needs, including eating or sleeping. If physically restrained and not allowed to seek out the night twist, a victim of this despair song loses 1d10 hit points every evening until it dies or the enchantment

Night twist

Illus. by A. Stokes

is removed. Relocating a victim outside the area affected by the night twist's song does not end the enchantment.

The despair song ceases to affect a subject in the round after the night twist makes a slam attack against it. To remove the effects of the night twist's despair song before it attacks, a *limited wish* or more powerful magic must be employed. *Dispel magic* or *dispel evil* spells cannot remove the enchantment. However, a bard of 12th level or higher using the *song of freedom* class feature can provide the subject a second Will save. The death of the night twist always ends the enchantment. A night twist's caster level is equal to its Hit Dice for the purpose of its despair song ability. The save DC is Charisma-based.

Spell-Like Abilities: 3/day—*blight* (DC 20) , *deeper darkness*, *entangle*, *fear* (DC 19), *phantasmal killer* (DC 19) . Caster level 10th.

Unholy Grace (Su): A night twist adds its Charisma modifier as a bonus on all its saving throws, and as a deflection bonus to its Armor Class.

Wind Blast (Su): A night twist's wind blast ability is similar to the *gust of wind* spell. The creature can use its wind blast as a free action, but does so only when it feels threatened. A powerful, gale-force wind (50 mph) emanates from the tree in all directions out to 120 feet. All other effects of the wind blast are the same as those of the *gust of wind* spell. Any creature in the affected area can avoid the effect with a DC 22 Fortitude save. The save DC is Charisma-based.

If a night twist is attacked with fire, it uses its wind blast to extinguish the flames.

Skills: *Night twists gain a +16 racial bonus on Hide checks in swamps or marshes where other trees and foliage thrive.

ANCIENT NIGHT TWIST

Huge Plant
Hit Dice: 25d8+300 (412 hp)
Initiative: –2
Speed: 10 ft. (2 squares)
Armor Class: 38 (–2 size, –2 Dex, +26 natural, +6 deflection), touch 12, flat-footed 38
Base Attack/Grapple: +18/+43
Attack: Slam +33 melee (4d6+17)
Full Attack: 6 slams +33 melee (4d6+17)
Space/Reach: 15 ft./25 ft.
Special Attacks: Death curse, despair song, spell-like abilities, wind blast
Special Qualities: Damage reduction 15/slashing, low-light vision, plant traits, unholy grace, vulnerability to fire
Saves: Fort +32, Ref +12, Will +19
Abilities: Str 45, Dex 6, Con 34, Int 12, Wis 16, Cha 23
Skills: Hide +6*, Knowledge (nature) +18, Listen +17, Move Silently +8, Spot +18, Survival +17 (+19 aboveground)
Feats: Blind-Fight, Diehard, Endurance, Improved Natural Armor (3), Improved Sunder, Iron Will, Power Attack
Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 20
Treasure: Standard coins, no goods, standard items
Alignment: Always neutral evil
Advancement: —
Level Adjustment: —

Night twists live for an indefinite length of time. Some legends claim the age of the most ancient specimens can be counted in millennia. Feeding off the despair, fear, and corpses of victims over hundreds of centuries and growing to a height of 30 feet or more, an ancient night twists is a horrifying and daunting spectacle to mortals. Each one weighs some 4,500 pounds and speaks Common, Elven, and Sylvan.

COMBAT

In addition to the special abilities and qualities inherent in a younger specimen, an ancient night twist has even deadlier powers and spell-like abilities in its arsenal. This creature uses its spell-like abilities before resorting to its powerful slam attack. It summons plants to its aid if faced by superior numbers. The save DCs (DC 28) for an ancient night twist's death curse, despair song, and wind blast are adjusted for its higher Charisma score and increased Hit Dice.

Spell-Like Abilities: 5/day—*phantasmal killer* (DC 20); 3/day—*blight* (DC 21), *circle of death* (DC 22), *deeper darkness*, *entangle* (DC 17), *fear* (DC 20), *insanity* (DC 23); 1/day—*weird* (DC 25). Caster level 20th.

NIGHT TWISTS IN EBERRON

Rangers of the Eldeen Reaches have heard and felt the despair song of night twists in their forests. These night twists watch over the unplundered tombs and overgrown barrows of evil druids and barbarian kings who ruled the land in ancient times. Much older night twists can be found throughout Xen'drik, taking root in and around the cyclopean ruins of fallen giant cities, their songs of despair luring explorers to a swift doom.

NIGHT TWISTS IN FAERÛN

The horrible lament of the night twist has been heard in the wooded depths of Cormanthor, but night twists are not friends of the elves or any other creature that inhabits the ancient forest. They inhabit the darkest reaches, taking root near the tombs of elf kings, fallen temples, and the bones of slain dragons. Night twists even threaten travelers seeking the ruins of Myth Drannor. The night twist's song can also be heard as far west as the Silver Marches, in particular in the Far Forest near such forlorn sites as Masulk's Tomb and Taerymdoom.

NYCTER

An odd creature looking like a cross between a bat and a halfling peers down at you from where it hangs from the cave ceiling. Its face has a pair of slits that extend from the nostrils to just below its eyes, and its tail ends in a "T" shape.

Nycters are cave-dwelling batfolk that strive to live peaceably and well. Distantly related to the desmodus (described in *Monster Manual II*), they view their larger cousins as barbaric savages, akin to the way many humans view ogres. Likewise, desmodus view nycters as lesser beings, simple folk not as brainy or ambitious as their own race.

Nycter culture and society revolve around the cave and the community. Nycters have a keen sense of duty to their group and do their utmost to contribute to it.

A nycter stands 2 to 2-1/2 feet tall and weighs 20 to 25 pounds. The creatures' wing colors range from pale tan to dark gray, and the fur tones are tan, brown, or gray.

Nycters speak their own language, known as Nycter. The few who travel outside their home territory (usually as adventurers or emissaries) know Common.

Illus. by M. Tedin

Nycter

COMBAT

Nycters prefer peace over war. If they encounter other creatures without being noticed in turn, they often choose to avoid them altogether. If confronted, they parley and seek harmonious solutions. However, they fight fiercely to defend themselves or their territory.

Hunting Cry (Su): A nycter can emit a high, piercing shriek that damages and paralyzes its prey (30-foot cone, once every 2d4 rounds, damage 2d4 sonic plus paralysis for 1d4+1 rounds, Fortitude DC 11 halves damage and negates paralysis). This is a sonic mind-affecting ability. A creature that successfully saves cannot be affected again by the same nycter's hunting cry for 24 hours. The save DC is Constitution-based.

Blindsense (Ex): A nycter uses echolocation to pinpoint creatures within 60 feet. Opponents still have total concealment against the nycter unless it can actually see them.

Skills: Nycters have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if their blindsense is negated.

NYCTER DEFENDER OF THE CAVE

A nycter that has earned the title "defender of the cave" holds a prominent position in a nycter community, usually acting as both a protector and a leader.

Combat

Before entering battle, a nycter defender of the cave casts *bear's endurance* and *bull's strength* on itself, followed by *magic fang* on its dire bat animal companion. It uses its hunting cry before entering melee combat. Once battle is joined, it relies on its weapons and magic items more than its spells.

Hunting Cry (Su): The save DC for this defender of the cave's hunting cry (DC 13) is adjusted for its higher Constitution score.

Animal Companion (Ex): This defender of the cave has a dire bat as an animal companion (see *Monster Manual*, page 62).

Nature Sense (Ex): This nycter gains a +2 bonus on Knowledge (nature) and Survival checks.

Resist Nature's Lure (Ex): This nycter gains a +4 bonus on saving throws against the spell-like abilities of fey.

Trackless Step (Ex): This nycter leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): This nycter can improve the attitude of an animal in the same way that a Diplomacy check can improve the attitude of a person. The druid rolls 1d20+5 to determine the wild empathy check result (1d20+1 if attempting to influence a magical beast with an Intelligence score of 1 or 2).

Wild Shape (Su): This druid can change into a Small or Medium animal and back again once per day, for up to 5 hours.

Woodland Stride (Ex): This nycter can move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed and without taking damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect it.

Typical Druid Spells Prepared: 0—*create water, cure minor wounds, detect magic, light, virtue;* 1st—*charm animal* (DC 15), *cure light wounds, magic fang, produce flame;* 2nd—*bear's endurance, bull's strength, heat metal* (DC 16); 3rd—*meld into stone, wind wall.*

Possessions: +1 scimitar, +1 sling, bag of tricks (rust), wand of entangle, potion of heroism, potion of shield of faith +3, 20 sling bullets.

Defender of the Cave Animal Companion

Nycter druids often take a dire bat as an animal companion; they feel a kinship and protective duty toward most bats and batlike creatures. Because of this defender of the cave's druid levels, this dire bat knows one bonus trick.

Dire Bat Animal Companion: CR 2; Large animal; HD 4d8+12; hp 30; Init +6; Spd 20 ft., fly 40 ft. (good); AC 20, touch 15, flat-footed 14; Base Atk +3; Grp +10; Space/Reach 10 ft./5 ft.; Atk or Full Atk +5 melee (1d8+4, bite); SQ blindsense

	Nycter Small Monstrous Humanoid	Nycter Defender of the Cave, 5th-Level Druid Small Monstrous Humanoid
Hit Dice:	3d8 (13 hp)	3d8+6 plus 5d8+10 (51 hp)
Initiative:	+2	+1
Speed:	20 ft. (4 squares), fly 40 ft. (good)	15 ft. in hide armor (3 squares), fly 30 ft. (good)
Armor Class:	16 (+1 size, +2 Dex, +3 natural armor), touch 13, flat-footed 14	20 (+1 size, +1 Dex, +3 natural armor, +3 hide armor, +2 masterwork large wooden shield), touch 12, flat-footed 19
Base Attack/Grapple:	+3/–2	+6/+2
Attack:	Bite +6 melee (1d4–1)	+1 *scimitar* +9 melee (1d4+1/15–20) or bite +8 melee (1d4) or +1 *sling* +9 ranged (1d3+1)
Full Attack:	Bite +6 melee (1d4–1)	+1 *scimitar* +9/+4 melee (1d4+1/15–20) or bite +8 melee (1d4) or +1 *sling* +9/+4 ranged (1d3+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Hunting cry	Hunting cry, spells
Special Qualities:	Blindsense 60 ft., darkvision 60 ft., vulnerability to sonic	Animal companion, blindsense 60 ft., darkvision 60 ft., nature sense, resist nature's lure, trackless step, wild empathy +5 (+1 magical beasts), wild shape 1/day, woodland stride, vulnerability to sonic
Saves:	Fort +1, Ref +5, Will +4	Fort +7, Ref +5, Will +11
Abilities:	Str 9, Dex 15, Con 11, Int 10, Wis 12, Cha 8	Str 10, Dex 12, Con 14, Int 10, Wis 19, Cha 11
Skills:	Listen +13, Spot +13	Concentration +7, Knowledge (nature) +9, Listen +16, Spot +16, Survival +16 (+18 in aboveground natural environments)
Feats:	Alertness, Weapon Finesse	Alertness, Improved Critical (scimitar), Weapon Finesse
Environment:	Temperate forests	Temperate forests
Organization:	Solitary, pair, group (3–5), cave (10–30 plus 25% noncombatants)	Solitary or with dire bat
Challenge Rating:	2	7
Treasure:	Standard	Standard
Alignment:	Usually neutral	Neutral
Advancement:	4–6 HD (Small); 7–12 HD (Medium)	By character class
Level Adjustment:	+2	+2

40 ft., link, share spells; AL N; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12*, Move Silently +11, Spot +8*; Alertness, Stealthy.

Blindsense (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Link (Ex): This nycter druid can handle its animal companion as a free action. The nycter also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding its dire bat companion.

Share Spells (Ex): Any spell this nycter druid casts on itself also affects its animal companion if the latter is within 5 feet at the time. It can also cast a spell with a target of "You" on its animal companion.

Skills: Dire bats have a +4 racial bonus on Spot checks and Listen checks. These bonuses are lost if their blindsense is negated.

NYCTERS AS CHARACTERS

Nycters possess the following racial traits.

—+4 Dexterity, –2 Strength, +2 Wisdom, –2 Charisma.

—Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

—A nycter's base land speed is 20 feet. It has a fly speed of 40 feet with good maneuverability.

—Blindsense: A nycter uses echolocation to pinpoint creatures within 60 feet. Opponents still have total concealment against the nycter unless it can actually see them.

—Darkvision out to 60 feet.

—Racial Hit Dice: A nycter begins with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.

—Racial Skills: A nycter's monstrous humanoid levels give it skill points equal to 6 × (2 + Int modifier, minimum 1). Its class skills are Craft, Listen, Spot, and Survival.

—Racial Feats: A nycter's monstrous humanoid levels give it two feats.

—Automatic Languages: Nycter. Bonus Languages: Common, Draconic, Dwarven, Giant, Goblin, Orc.

—Favored Class: Druid.

—Level adjustment +2.

ODOPI

Huge Aberration (Chaotic, Evil, Extraplanar)
Hit Dice: 20d8+140 (230 hp)
Initiative: +6
Speed: 60 ft. (12 squares), climb 40 ft.
Armor Class: 28 (–2 size, +6 Dex, +14 natural), touch 14, flat-footed 22
Base Attack/Grapple: +15/+30
Attack: Claw +15 melee (4d6+15/19–20)*
Full Attack: Claw +15 melee (4d6+15/19–20)* or 4 stones +19 ranged (1d6+7)
Space/Reach: 15 ft./5 ft.
Special Attacks: Improved grab, spell-like abilities, swallow whole, throw stones, trample 2d6+10
Special Qualities: All-around vision, damage reduction 10/good and magic, darkvision 60 ft., fast healing 7, resistance to cold 10 and fire 10, scent, spell resistance 22
Saves: Fort +15, Ref +12, Will +18
Abilities: Str 25, Dex 23, Con 25, Int 6, Wis 22, Cha 16
Skills: Climb +22, Jump +26, Search + 2, Spot +19, Survival +14
Feats: Combat Reflexes, Great Fortitude, Improved Critical (claw), Improved Sunder, Power Attack, Run, Track, Whirlwind Attack[B]
Environment: Tarterian Depths of Carceri (Colothys)
Organization: Solitary or tumble (2–8)
Challenge Rating: 14
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 21–29 HD (Huge)
Level Adjustment: —
*Includes adjustments for Power Attack feat.

This creature looks like a giant sphere of hundreds of demonic clawed arms. The center of its body is hidden by the forest of its limbs. Each hand bears a yellow eye in its palm that blinks shut as the behemoth rolls hand-over-hand toward you.

Odopi

Illus. by R. Garres

Twisted abominations from the Tarterian Depths of Carceri, odopis are strange creatures that boil out of planar rifts to rampage across the Material Plane.

Akin to no other beings, odopis are nightmarish monsters from a nightmare realm. Hundreds of warty, orange-skinned arms project from a muscular central body obscured by its flailing limbs. This body has no features except for a single toothless mouth that serves as the opening for its cavernous stomach. Each arm bears a five-fingered hand and long yellow claws. A baleful eye glares from the palm of each hand. Like titanic tumbleweeds, they roam about the landscape at random, destroying whatever they encounter as they roll ever onward.

Powerful beings can force odopis to travel where they wish, using violence and the threat of violence to keep them on the right path. Odopis, having a strong sense of independence, suffer such treatment poorly, but they remain somewhat tractable so long as they are provided with targets upon which they can vent their rage. Odopis average 24 feet in diameter and weigh 9 tons.

Odopis speak their own language, which consists of gurgling sounds and hand clapping.

COMBAT

An odopi tramples foes to get within reach of several enemies at a time. It grapples foes and tramples them as it pursues other enemies. If enemies move beyond its reach, the odopi swallows those it grapples and throws stones. Flying foes should be sure to fly out of range of the odopi's *dimension door* ability, or it is likely to appear above them and bear them to the ground.

Although its hands are dexterous enough to grasp, move, and throw objects, an odopi cannot wield melee or ranged weapons other than those that can be thrown.

An odopi's claw attacks, and any objects it throws, are treated as chaotic-aligned, evil-aligned, and magic for the purpose of overcoming damage reduction.

An odopi normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls.

Improved Grab (Ex): To use this ability, an odopi must hit a Large or smaller creature with its claws. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Spell-Like Abilities: At will—*feather fall*; 3/day—*dimension door*; 1/day—*true seeing*. Caster level 18th.

Swallow Whole (Ex): Although an odopi lacks a mouth in the usual sense, it can swallow foes by passing them through its forest of arms to the center of its body. If an odopi begins its turn while pinning a Medium or smaller creature, it can move the pinned foe into its stomach (dealing the bludgeoning and acid damage given below) in lieu of making a grapple check to deal damage.

A swallowed creature is considered grappled, but the odopi is not. A swallowed creature takes 1d8+10 points of bludgeoning damage and 2d8 points of acid damage each round. A creature can cut its way out by using a light

piercing or slashing weapon to deal 40 points of damage to the stomach (AC 17). Once a creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. Regardless of how it escapes, a creature that exits the stomach is back in the odopi's many arms and the creature is automatically considered grappled.

An odopi's stomach can hold 1 Medium, 4 Small, 16 Tiny, 64 Diminutive, or 256 Fine creatures.

Throw Stones (Ex): As a full-round action, an odopi can pick up stones or other objects of Tiny size weighing up to 20 pounds and hurl them at foes. The attack has a range increment of 30 feet, and an odopi can hurl a stone up to five range increments. Each stone deals 1d6+7 points of damage. An odopi can make up to four stone attacks per round, but it cannot direct more than one stone at any single target.

Trample (Ex): Reflex half DC 27. The save DC is Strength-based. An odopi can use its trample ability as a full-round action while grappling (no grapple check required). If an odopi uses its trample ability while holding a foe, the grappled enemy automatically takes trample damage (no save) as the odopi rolls over it.

All-Around Vision (Ex): Odopis are exceptionally alert. Their many eyes give them a +4 racial bonus on Spot checks and Search checks, and they can't be flanked.

Skills: Odopis have a +8 racial bonus on Survival checks. An odopi has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ELDER ODOPI

Gargantuan Aberration (Chaotic, Evil, Extraplanar)
Hit Dice: 30d8+270 (405 hp)
Initiative: +10
Speed: 80 ft. (16 squares), climb 60 ft.
Armor Class: 30 (–4 size, +6 Dex, +18 natural), touch 12, flat-footed 24
Base Attack/Grapple: +22/+41
Attack: Claw +24 melee (6d6+21/19–20)*
Full Attack: Claw +24 melee (6d6+21/19–20)* or 4 stones +24 ranged (1d8+11)
Space/Reach: 20 ft./10 ft.
Special Attacks: Improved grab, spell-like abilities, swallow whole, throw stones, trample 3d6+16
Special Qualities: All-around vision, damage reduction 10/good and magic, darkvision 60 ft., fast healing 9, resistance to cold 10 and fire 10, scent, spell resistance 26
Saves: Fort +21, Ref +18, Will +25
Abilities: Str 33, Dex 23, Con 29, Int 6, Wis 22, Cha 16
Skills: Climb +30, Jump +42, Search + 2, Spot +21, Survival +14
Feats: Cleave, Combat Reflexes, Great Fortitude, Improved Critical (claw), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Run, Track, Whirlwind Attack[B]
Environment: Tarterian Depths of Carceri (Colothys)
Organization: Solitary or tumble (2–8)
Challenge Rating: 18
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 31–40 HD (Gargantuan); 41–50 HD (Colossal)
Level Adjustment: —
*Includes adjustments for Power Attack feat.

The elder odopi is an immense version of the standard odopi, some 48 feet in diameter and weighing 80 tons.

Combat

Elder odopis use tactics similar to their smaller kin but are even more fearless.

Against foes with no visible armor, an elder odopi normally attacks using its Power Attack feat, taking a –10 penalty on its attack rolls and gaining a +10 bonus on damage rolls. Against armored prey, it usually takes a –5 penalty on attack rolls and gains a +5 bonus on damage rolls.

Swallow Whole (Ex): A swallowed creature takes 2d6+16 point of bludgeoning damage and 4d6 points of acid damage each round. A creature can cut its way out by using a light piercing or slashing weapon to deal 50 points of damage to the stomach (AC 19).

An elder odopi's stomach can hold 1 Large, 4 Medium, 16 Small, 64 Tiny, or 256 Diminutive or smaller creatures.

Throw Stones (Ex): As a full-round action, an elder odopi can pick up stones or other objects of Tiny size weighing up to 30 pounds within reach and hurl them at foes. The attack has a range increment of 30 feet, and an elder odopi can hurl a stone up to five range increments. Each stone deals 1d8+11 points of damage. An elder odopi can make up to four stone attacks per round, but it cannot direct more than one stone at any single target.

Trample (Ex): Reflex half DC 36. The save DC is Strength-based. An odopi can use its trample ability as a full-round action while grappling (no grapple check required). If an odopi uses its trample ability while holding a foe, the grappled enemy automatically takes trample damage (no save) as the odopi rolls over it.

Skills: Elder odopis have a +8 racial bonus on Survival checks. An elder odopi has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ODOPIS IN EBERRON

In the Eberron campaign setting, odopis are native to the plane of Xoriat, also known as the Realm of Madness. Powerful specimens brought to the world by fell wizardry lurk in the great caverns of Khyber, sometimes guarding extraplanar portals or fiendish redoubts. The Lords of Dust occasionally unleash odopis upon the blasted plains of the Demon Wastes, usually when they wish to dispose of a troublesome barbarian tribe.

OGRE, SKULLCRUSHER

This 8-foot-tall brute resembles an ogre but looks to be more intelligent, and it stands more erect. Its armor and shield are covered in spikes, and it carries a vicious-looking morningstar.

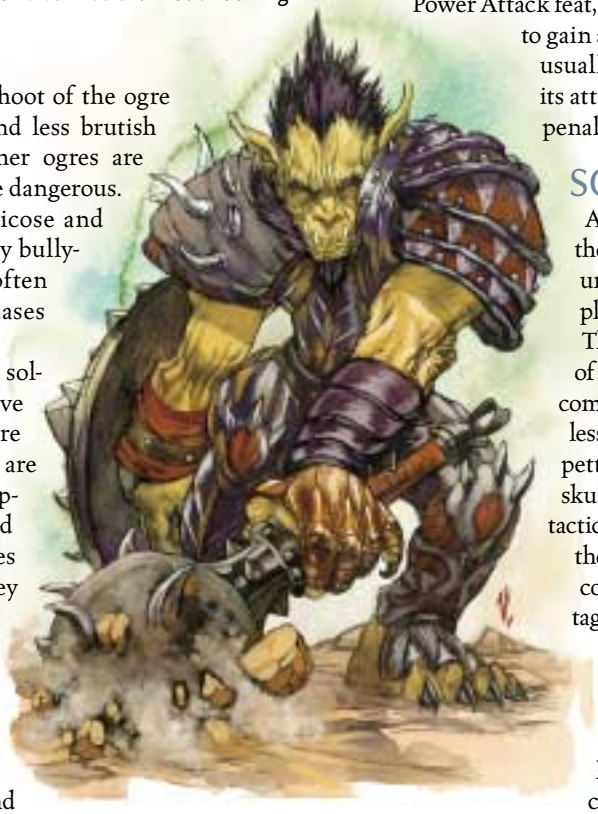
Skullcrusher ogres are an offshoot of the ogre stock bred for war. Shorter and less brutish than typical ogres, skullcrusher ogres are nevertheless stronger and more dangerous.

Thuggish and sadistic, bellicose and rowdy, skullcrusher ogres enjoy bullying weaker creatures. Tribes often keep slaves, which in many cases are normal ogres.

Created long ago to serve as soldiers, skullcrusher ogres have naturally centered their culture on warfare, and their villages are arrayed like military encampments. Skullcrusher ogres build siege walls and other structures to defend their homes, and they train elephants for mounted combat.

An adult skullcrusher ogre stands 8 to 9 feet tall and weighs 550 to 600 pounds. The creatures' skin color ranges from pale yellow to pale brown, and their hair tends to be black. Skullcrusher ogres wear armor during their waking hours and little clothing when sleeping.

Skullcrusher ogres speak Giant and Common.



Illus. by V. Rams

Skullcrusher ogre

COMBAT

Skullcrusher ogres are born fighters. They love the clangor and calamity of battle.

A skullcrusher ogre gleefully charges into combat and strikes at foes with both its morningstar and spiked shield. A skullcrusher ogre especially enjoys grappling foes and crushing them on his spiked armor. (A successful grapple check to deal damage causes 1d4+7 points of nonlethal damage plus 1d8 points of piercing damage.)

Rock Throwing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (Small objects) up to five range increments. The range increment is 100 feet for a skullcrusher ogre's rocks.

SKULLCRUSHER SERGEANT

Skullcrusher warbands typically include one or more sergeants armed with bastard swords.

The skullcrusher sergeant presented here had the following ability scores before racial adjustments: Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Combat

Skullcrusher sergeants are canny fighters. Even when confronted by a well-armored foe, a sergeant will often use its Power Attack feat, taking a –4 penalty on attack rolls to gain a +4 bonus on damage. However, it usually commands nearby allies to aid its attacks, hoping to counter the attack penalty from the Power Attack feat.

SOCIETY

Although they are as ill-tempered as their ogre brethren, skullcrusher ogres understand the importance of discipline within their fighting squads. The warband becomes their family, of sorts. Their swords and shields become their trusted companions. While lesser ogres allow fatigue, hunger, and petty greed to get the better of them, skullcrushers tirelessly rehearse battle tactics, sharpen their blades, and survey the terrain of the lands they intend to conquer, looking for tactically advantageous ground on which to fight.

A strict hierarchy governs each skullcrusher warband. The smartest and mightiest skullcrusher leads the warband until the day he falls in battle, at which point his chosen successor takes command, often claiming the weapons and trophies of her fallen predecessor. A skullcrusher must fight for her place in the chain of command, and all challenges among members of the warband are resolved through nonlethal combat. Although incapable of feeling deep love for a comrade-in-arms, a skullcrusher knows better than to take the life of an ally and wouldn't think to deprive another skullcrusher of the chance to die a glorious death on the battlefield.

SKULLCRUSHER OGRES AS CHARACTERS

Most exceptional skullcrusher ogres are fighters or rangers.

Skullcrusher ogre characters possess the following traits.

—+14 Strength, +6 Constitution, –2 Charisma.

—Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

—Space/Reach: 10 ft./10 ft.

—A skullcrusher ogre's base land speed is 40 feet.

—Darkvision out to 60 feet.

—Low-light vision.

—Racial Hit Dice: A skullcrusher ogre begins with eight levels of giant, which provide 8d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +6, Ref +2, and Will +2.

—Racial Skills: A skullcrusher ogre's giant levels give it skill points equal to 11 × (2 + Int modifier, minimum 1).

	Skullcrusher Ogre Large Giant	Skullcrusher Ogre Sergeant, 3rd-Level Fighter Large Giant
Hit Dice:	8d8+24 (60 hp)	8d8+40 plus 3d10+15 (107 hp)
Initiative:	+0	+0
Speed:	30 ft. in spiked half-plate (6 squares); base 40 ft.	30 ft. in *+1 spiked full plate* (6 squares); base 40 ft
Armor Class:	20 (–1 size, +2 natural, +7 spiked half-plate, +2 spiked heavy shield), touch 9, flat-footed 20	23 (–1 size, +1 Dex, +2 natural, +9 *+1 spiked full plate*, +2 spiked heavy shield), touch 10, flat-footed 22
Base Attack/Grapple:	+6/+21	+9/+26
Attack:	Morningstar +12 melee (2d6+7) or shield spike +12 melee (1d8+3) or rock +6 ranged (2d6+7)	Bastard sword +18 melee (2d8+9/17–20) or shield bash +17 melee (1d8+4) or lance (2d6+9/×3) or rock +10 ranged (2d6+9)
Full Attack:	Morningstar +8/+3 melee (2d6+7) and shield spike +8 melee (1d8+3) or rock +6 ranged (2d6+7)	Bastard sword +14/+9 melee (2d8+9/17–20) and shield bash +13 melee (1d8+4) or lance +17/+12 melee (2d6+9/×3) or rock +10 ranged (2d6+9)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Rock throwing	Rock throwing
Special Qualities:	Darkvision 60 ft., low-light vision	Darkvision 60 ft., low-light vision
Saves:	Fort +9, Ref +2, Will +2	Fort +15, Ref +4, Will +3
Abilities:	Str 25, Dex 11, Con 17, Int 10, Wis 10, Cha 9	Str 29, Dex 13, Con 20, Int 10, Wis 12, Cha 6
Skills:	Craft (armorsmithing or weaponsmithing) +5, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +7, Search +0 (+2 secret doors)	Craft (armorsmithing or weaponsmithing) +5, Handle Animal +5, Intimidate +4, Knowledge (architecture and engineering) +5, Ride +8, Search +0 (+2 secret doors)
Feats:	Improved Grapple[B], Improved Shield Bash, Mounted Combat, Power Attack, Two-Weapon Fighting[B]	Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Grapple[B], Improved Shield Bash, Mounted Combat, Power Attack, Two-Weapon Fighting[B], Weapon Focus (bastard sword)
Environment:	Warm hills	Warm hills
Organization:	Gang (4–9), warband (10–24 plus 1–2 3rd-level sergeants mounted on trained war elephants and 1–4 ogres), or tribe (30–60 plus 50% noncombatants plus 1 3rd-level sergeant per 10 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 4–16 ogres, and 10–30 trained war elephants)	Solitary or warband (1–2 plus 10–24 skullcrusher ogres and 1–4 ogres)
Challenge Rating:	5	8
Treasure:	Standard	Standard (including *+1 spiked full plate* and *cloak of resistance +1*)
Alignment:	Usually neutral evil	Usually neutral evil
Advancement:	By character class	By character class
Level Adjustment:	+3	+3

Its class skills are Craft, Handle Animal, Intimidate, Knowledge (architecture), and Ride.

—Racial Feats: A skullcrusher ogre's giant levels give it three feats.

—Bonus Feats: A skullcrusher ogre has Improved Grapple and Two-Weapon Fighting as bonus feats.

—Weapon and Armor Proficiency: A skullcrusher ogre is automatically proficient with simple weapons, martial weapons, all armor, and shields.

— +2 natural armor bonus.

—Special Attacks: Rock throwing.

—Automatic Languages: Common, Giant. Bonus Languages: Dwarven, Orc, Goblin, Terran.

—Favored Class: Fighter.

—Level Adjustment +3.

SKULLCRUSHER OGRES IN EBERRON

Skullcrusher ogres populate the armies of Droaam. They are native to the Stonelands and the Byeshk Mountains of northern Droaam, as well as the northlands of the Shadow Marches. During the Last War, skullcrusher ogres from eastern Droaam made frequent incursions into western Breland.

OMNIMENTAL

Gargantuan Elemental (Air, Earth, Extraplanar, Fire, Water)
Hit Dice: 32d8+288 (432 hp)
Initiative: +4
Speed: 50 ft. (10 squares), fly 50 ft. (perfect), swim 50 ft.
Armor Class: 32 (–4 size, +26 natural), touch 6, flat-footed 32
Base Attack/Grapple: +24/+48
Attack: Slam +32 melee (2d8+12 plus 2d8 fire and 1d8 electricity) or elemental ball +20 ranged (4d6+12 plus 1d8 fire)
Full Attack: 2 slams +32 melee (2d8+12 plus 2d8 fire and 1d8 electricity) or elemental ball +20 ranged (4d6+12 plus 1d8 fire)
Space/Reach: 20 ft./20 ft.
Special Attacks: Death birth, elemental ball
Special Qualities: Blindsight, damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to electricity and fire, vulnerability to cold
Saves: Fort +27, Ref +18, Will +12
Abilities: Str 35, Dex 10, Con 28, Int 10, Wis 11, Cha 11
Skills: Listen +37, Spot +37, Swim +20
Feats: Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Iron Will, Power Attack

Omnimental

Environment: Elemental Plane of Fire
Organization: Solitary
Challenge Rating: 15
Treasure: None
Alignment: Usually neutral
Advancement: 33–48 HD (Gargantuan); 49–64 HD (Colossal)
Level Adjustment: —

A coruscating being, shimmering with fire, electricity, water, and whirling air moves toward you, devastating all in its path.

Omnimentals are the descendants of magically created elemental beings. Though originally intended as liaisons between warring elemental armies in ancient times, omnimentals instead became powerful warriors. Now they roam the Elemental Planes with no regard for their original purpose.

This combination of elements lacks several of the attack forms of the specific elementals, but also does not have many of their limitations. For instance, unlike a fire elemental, an omnimental can enter water and nonflammable liquids; when it does so, the water, air, and earth aspects of the creature form protective layers around its body's fire aspect. An omnimental is 48 feet in height and weighs 10 tons.

Omnimentals speak Aquan, Auran, Ignan, and Terran.

COMBAT

An impressive combatant in all kinds of terrain, an omnimental can devastate a battlefield. Its size and reach enable it to attack many foes at a distance. Its elemental ball attack grants the creature further options at long distances.

Death Birth (Su): When an omnimental reaches 0 hit points, it bursts into its component elemental parts, creating four 16 HD Huge elementals, one each of air, earth, fire, and water (see pages 96–100 of the *Monster Manual* for statistics). (Defeating these Huge elementals earns no additional experience points. Their XP value is accounted for in the Challenge Rating of the omnimental.)

Elemental Ball (Ex): As a standard action, an omnimental can detach part of itself to create a clod of flaming earth that it can fling at an opponent up to 100 feet away. Using this ability reduces the omnimental's current hit points by 10.

Skills: An omnimental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

OMNIMENTALS IN EBERRON

Although they have mastered the ability to bind elementals inside magic items, the gnomes of Zilargo have been unable to capture and bind a summoned omnimental. Some have tried, but the results have been uniformly disastrous. It is rumored that the drow of Xen'drik may hold the secret to omnimental binding, but attempts to duplicate their research have likewise proven calamitous.

OTYUGH, LIFELEECH

Large Aberration
Hit Dice: 9d8+54 (94 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 21 (–1 size, +3 Dex, +5 natural armor, +4 deflection), touch 16, flat-footed 18
Base Attack/Grapple: +6/+18
Attack: Tentacle +14 melee (1d8+8)
Full Attack: 4 tentacles +14 melee (1d8+8) and 1 bite +8 melee (1d6+4)
Space/Reach: 10 ft./10 ft. (tentacle up to 15 ft.)
Special Attacks: Constrict, improved grab
Special Qualities: Darkvision 60 ft., fast healing 5, lifeleech aura, spell-strengthened hide
Saves: Fort +9, Ref +6, Will +12
Abilities: Str 27, Dex 16, Con 23, Int 7, Wis 18, Cha 8
Skills: Hide +3*, Jump +12, Listen +10, Spot +10
Feats: Alertness, Combat Reflexes, Iron Will, Weapon Focus (tentacle)
Environment: Underground
Organization: Solitary, pair, or cluster (3–4)
Challenge Rating: 8
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 10–12 HD (Large); 13–22 HD (Huge)
Level Adjustment: —

This creature looks like a bloated ovoid supported by three stocky legs. A vinelike eyestalk rises about 2 feet above its bloated body, and four thick tentacles extend from its sides. The creature's horrid mouth extends around the entire front half of its body and holds multiple rows of jagged teeth. The creature's rough hide twists and contorts over its strange form, seemingly infused with a horrid energy of its own.

Lifeleech otyugh

Illus. by R. Garres

Like the more common otyugh, the lifeleech otyugh is a grotesque subterranean monster that lurks within heaps of refuse. Warped by arcane magic to thwart the healing power of divine spellcasters, a lifeleech otyugh feeds on the energy of nearby healing spells.

Like other otyughs, a lifeleech otyugh spends most of its time within its lair. It keeps the lair filled with refuse and carrion, and it covers itself in this vile stuff.

Evil divine spellcasters have realized that lifeleech otyughs can make efficient and deadly companions. Such evil clerics realize that even when they save their precious healing magic for themselves, the lifeleech otyugh can still gain the benefit of their healing. A typical lifeleech otyugh is 8 feet in diameter and weighs 700 pounds.

Lifeleech otyughs speak Common.

COMBAT

Although less capable mentally than the average human, lifeleech otyughs possess a cruel cunning that serves them well in combat situations. Knowing that their ability to absorb healing magic takes many by surprise, lifeleech otyughs often seek to wound divine spellcasters early in an encounter.

Constrict (Ex): A lifeleech otyugh deals automatic tentacle damage with a successful grapple check.

Spell-Strengthened Hide (Su): The sickly gray skin of a lifeleech otyugh has been infused with magical energy. This strange energy grants a lifeleech otyugh a +4 deflection bonus to its Armor Class.

Lifeleech Aura (Su): Whenever a spell or spell-like ability with the healing descriptor is used on a creature within 60 feet of a lifeleech otyugh, the otyugh gains the benefit of the healing spell as if it had been one of the spell's targets. If a healing spell cast within 60 feet of a lifeleech otyugh would grant it enough hit points to exceed its full normal total, it gains the remaining hit points as temporary hit points. A lifeleech otyugh can't have more temporary hit points from its lifeleech aura than its full normal hit point total. Temporary hit points gained in this manner last for 1 hour.

This ability affects spell completion and spell trigger items (such as scrolls, staffs, and wands), but not other magic items.

Improved Grab (Ex): To use this ability, a lifeleech otyugh must hit with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Skills: A lifeleech otyugh has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. *A lifeleech otyugh gains a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

LIFELEECH OTYUGHS IN EBERRON

Lifeleech otyughs are most commonly found in Droaam, where the Daughters of Sora Kell and their humanoid minions use them as guardians and mounts. The origins of the lifeleech otyugh trace all the way back to the great Empire of Dhakaan, and Dhakaani wizardry is widely accused of creating these monstrosities.

PETAL

Tiny Fey
Hit Dice: 1d6+2 (5 hp)
Initiative: +9
Speed: 15 ft. (3 squares), fly 60 ft. (good)
Armor Class: 17 (+2 size, +5 Dex), touch 17, flat-footed 12
Base Attack/Grapple: +0/–12
Attack: Dagger +7 melee (1d2–4)
Full Attack: Dagger +7 melee (1d2–4)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Sleep songs
Special Qualities: Damage reduction 5/cold iron, low-light vision
Saves: Fort +2, Ref +7, Will +2
Abilities: Str 3, Dex 20, Con 15, Int 15, Wis 10, Cha 18
Skills: Craft (flower arranging) +6, Escape Artist +9, Hide +17, Knowledge (nature) +6, Listen +4, Move Silently +9, Spot +4, Tumble +9
Feats: Improved Initiative, Weapon Finesse[B]
Environment: Temperate forests
Organization: Solitary, pair, bouquet (3–6), or garden (7–10 plus 2–6 thorns)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral good
Advancement: 2–3 HD (Tiny)
Level Adjustment: +2 (cohort)

Ahead is a small troupe of tiny humanoid-shaped creatures dressed in garments made from leaves, their petallike wings keeping them aloft. Their beautifully colored skin makes one think of flowers come to life. They sing a soft, delightful song.

Petal

Illus. by E. Fiegenschuh

These little fey often act as servants, messengers, or attendants to larger or more prestigious fey including sprites and dryads. When not in service to another fey, they tend to cluster near some more powerful plant creature (such as a treant) for protection.

While nonfey may view petals as mischievous nuisances, petals know that they're only doing what's right and proper. Every traveler and adventurer needs the benefit of a restful sleep. All should wake refreshed and surrounded by beauty.

As their way of carrying out this philosophy, petals sing travelers to sleep. They then remove their sleeping victims' armor, weapons, and equipment, piling it nearby. (Petals never steal anything; to a petal, doing so would be a wrongful act.) Once they divest a traveler of his equipment, they garb the character in clothing made of leaves and flowers, adorning him with beautiful garlands. The petals then leave their victim to wake refreshed and in an idyllic environment.

While the actions of petals may be whimsical and innocent, adventurers may come to realize that the real trouble lies not with the petals themselves, but with dangerous creatures that might also inhabit the area. Predators and the unscrupulous are quite happy to take advantage of opportunities provided to them by the petals.

The skin color of a petal resembles the color of a flower, ranging from pale pastels to vibrant red or yellow. In place of hair atop their heads, they have blossoms. These are often of a different shade or color than their skin. Often, the blossoms have different hues, sometimes with paler tips or centers, even speckles or strips. Their wings are of the same shades and patterns as their blossoms. A typical petal stands 1-1/2 feet tall and weighs 3 pounds.

Petals speak Sylvan and Common.

COMBAT

Petals like to use their sleep songs from a distance to put travelers to sleep. They avoid close combat.

Sleep Songs (Su): Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

Lullaby: Any creature within a 20-foot-radius that fails a DC 14 Will save is affected as though by a *lullaby* spell. A creature that successfully saves cannot be affected again by that petal's lullaby song for 24 hours. The save DC is Charisma-based.

Sleep: This song requires two or more petals separated by no more than 100 feet to be singing in unison. Any creature within 100 feet of either singer that hears the song must succeed on a DC 14 Will save or be affected as though by a *sleep* spell. Additional petals within 100 feet of a target can lend their voices to the song, strengthening it and increasing the save DC by 1 per additional singer. A creature that successfully saves cannot be affected again by those petals' sleep song for 24 hours. The save DC is Charisma-based.

PETALS IN EBERRON

Petals inhabit the sylvan woodlands and flower fields of Aundair. There, they go beyond their traditional roles of helpful sprites that encourage rest. They actively defend their pastoral demesnes against encroaching evil, using their sleep songs as offensive tools.

PHOELARCH

Medium Monstrous Humanoid (Fire)
Hit Dice: 7d8+14 plus 7 (52 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 18 (+3 Dex, +2 natural, +3 studded leather armor), touch 13, flat-footed 15
Base Attack/Grapple: +7/+9
Attack: Masterwork falchion +10 melee (2d4+3/18–20 plus 1d6 fire)
Full Attack: Masterwork falchion +10/+5 melee (2d4+3/18–20 plus 1d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Death throes, heat, spell-like abilities
Special Qualities: Darkvision 60 ft., healing fire, immunity to fire, immunities, rise from the ashes, spell resistance 18, vulnerability to cold
Saves: Fort +6, Ref +8, Will +6
Abilities: Str 14, Dex 17, Con 15, Int 10, Wis 12, Cha 17
Skills: Concentration +8, Listen +8, Spot +8, Survival +6
Feats: Alertness[B], Empower Spell-Like Ability (*scorching ray*), Great Fortitude[B], Improved Toughness, Quick Draw
Environment: Temperate forests
Organization: Solitary
Challenge Rating: 6
Treasure: Standard, plus masterwork falchion
Alignment: Always chaotic good
Advancement: By character class
Level Adjustment: +5

This tall, slender, human-sized creature bears a massive falchion across its back. Although it looks mostly human, feathers of red and gold line the backs of its arms, legs, and its jaw, and thicker feathers grow in place of its hair. Its golden-hued skin seems to radiate an inner heat and warmth, and its eyes glow.

Phoelarches are thought to be the descendants of the legendary phoenix. Their proud bearing, brilliant plumage, and the intense heat they can generate all prove these rumors are closer to the truth than many realize.

Phoelarches vary somewhat in plumage and skin tone. Some have skin the color of dark rust, while others have skin that shows just a hint of gold. The feathers of these creatures serve no purpose but to hint at their ancestry and give the phoelarches something to preen. They range in color from pale gold to deep fiery red. Phoelarches stand taller than humans, most reaching 6 to 6-1/2 feet tall. An average phoelarch weighs around 180 pounds.

Phoelarches speak Ignan and a smattering of other languages picked up in their wanderings as well (Common, Sylvan, Elven, Draconic, Celestial, and so forth).

Phoelarches do not confine themselves to any one terrain or climate. They prefer warmer areas, but they can tolerate almost any habitable clime. They are almost universally possessed of a terrible wanderlust, though. Most phoelarches spend their lives wandering the land, seeking out new places and new people. As a result, phoelarches don't typically have their own society, although rumors of phoelarch cities on the Elemental Plane of Fire circulate among the phoenixkin.

Another trait phoelarches have in common is how they respond to injustice. Phoelarches treasure their freedom, and the freedom of others, almost more than anything else. As a result, wherever a people's freedom is threatened, a phoelarch may be drawn to the scene to help in the fight for justice or freedom.

COMBAT

A phoelarch is a deadly combatant at a distance and in melee. In a fight, it prefers to rely on its empowered *scorching ray* and other spell-like abilities as long as possible, engaging in melee with its falchion only if necessary. Charismatic and engaging, a phoelarch is rarely encountered alone. One is frequently accompanied by companions of similar interests, or by loyal followers.

Death Throes (Su): When slain, a phoelarch explodes in a blinding burst of fire that deals 10d6 points of fire damage to anything within 20 feet (Reflex DC 15 half). The save DC is Constitution-based.

Heat (Ex): A phoelarch generates so much heat that merely touching it deals 1d6 points of fire damage to the toucher. The phoelarch's metallic weapon also conducts this heat. A phoelarch can suppress or resume this ability as a free action.

Healing Fire (Su): Any fire attack that would normally deal damage instead heals a phoelarch. Any fire effect targeted on a phoelarch heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the phoelarch to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a phoelarch exposed to a *fireball* that deals 30 points of damage would heal up to 10 points of damage, or provide the phoelarch with up to 10 temporary hit points.

Immunities (Ex): A phoelarch is immune to disease and poison.

Rise From the Ashes (Su): When a phoelarch is slain (reduced to –10 hit points or below), its body is immolated, leaving nothing but ash and a chrysalis form in the shape of a small black glass egg roughly 6 inches across. The egg remains dormant for 24 hours, after which time it hatches, releasing a fully grown phoera (see below).

The ash and chrysalis left behind when a phoelarch dies can be used to resurrect the phoelarch, but the creature cannot be raised by any means. Once a phoera has burst free from its chrysalis, the phoelarch cannot be brought back to life by any means. A *gentle repose* spell or similar magic cast on a chrysalis can keep the egg from hatching, allowing the phoelarch to possibly be brought back to life at a later time. Once the *gentle repose* effect ends, however, the egg hatches 24 hours later.

A *wish* or *miracle* spell used in conjunction with a *resurrection* effect can restore a phoelarch to life after its chrysalis has hatched.

Spell-Like Abilities: At will—*light*, *scorching ray* (DC 15); 3/day—*produce flame*; 1/day—*fire shield* (warm shield only). Caster level 10th.

CHRYSALIS

The most distinctive aspect of a phoelarch has nothing to do with its life, but rather with its death. When a phoelarch dies, it explodes in a massive burst of flame. This burst leaves behind a small black glass egg. The egg radiates faint transmutation magic but otherwise has no magical properties. The black egg has hardness 5, 20 hit points, and immunity to fire.

If the egg is undamaged, within 24 hours it hatches into a new creature: the phoera, a beautiful bird that closely resembles the phoenix of myth. While the phoera retains many of the phoelarch's abilities, this beautiful, red-and-gold-plumed bird has no memory of the phoelarch's life. It is, in fact, an entirely new creature.

PHOERA

Medium Magical Beast (Fire)
Hit Dice: 3d10+3 (19 hp)
Initiative: +3
Speed: 20 ft. (4 squares), fly 60 ft. (average)
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +3/+4
Attack: Bite +4 melee (1d6+1 plus 1d6 fire)
Full Attack: Bite +4 melee (1d6+1 plus 1d6 fire) and claws +2 melee (1d4+1 plus 1d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, heat, ignite
Special Qualities: Darkvision 60 ft., healing fire, immunity to fire, rise from the ashes, vulnerability to cold
Saves: Fort +4, Ref +6, Will +2
Abilities: Str 12, Dex 17, Con 13, Int 2, Wis 12, Cha 15
Skills: Listen +6, Spot +6
Feats: Alertness[B], Flyby Attack, Multiattack
Environment: Temperate forests
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 4–9 HD (Medium)
Level Adjustment: —

This brilliantly plumed bird has feathers of red and gold. In contrast to its beauty, its wickedly hooked beak and talons look capable of rending flesh from bone. A long tail of feathers streams behind the creature as it flies, leaving a shimmering of heat in the wake of its passage.

Once hatched, a phoera typically finds a comfortable, remote stretch of forest in which to nest. It preys on small mammals, and tends to shy away from larger creatures. Being very territorial, however, it attempts to frighten off intruders in its claimed area of forest. If pushed, a jealous phoera will not hesitate to set its forest home ablaze to keep it from the hands of intruders.

These creatures do not willingly risk their lives. They seem to have no knowledge of their power to rise from the ashes.

A phoera measures 7 feet long from its beak to the tip of its long tail. It weighs around 250 pounds.

COMBAT

A phoera in battle uses its Flyby Attack feat liberally, relying on the attrition of several fire attacks to weaken foes in the hopes of driving them off.

Breath Weapon (Su): 30-foot line of fire, 3/day, damage 5d4 fire, Reflex DC 12 half. The save DC is Constitution-based.

PHOELARCH AND PHOERA VARIANTS

The vazalkyon and the vazalka (described below) are cold-based variants of the phoelarch and phoera, respectively. Other elemental variants may also exist.

VAZALKYON AND VAZALKA

Vazalkyons are cold-dwelling creatures similar in appearance to phoelarches, except that they have pale blue skin, silvery-white plumage, and a chilling aura. When a vazalkyon dies, it turns into a pile of slushy ice and leaves behind a glassy black egg that's cold to the touch (hardness 5, 20 hit points, immunity to cold). After 24 hours, an undamaged vazalkyon egg hatches into a vazalka, a cold-based variant of the phoera.

In the *Eberron Campaign Setting*, vazalkyons and vazalkas often make their lairs near portals to Risia, the plane of ice.

Vazalkyon: A vazalkyon has statistics and abilities similar to the phoelarch, except as noted here:

Cold Subtype: A vazalkyon has the cold subtype instead of the fire subtype.

Damage: A vazalkyon deals 1d6 points of cold damage (instead of fire damage) when it hits with a weapon.

Death Throes (Su): A slain vazalkyon deals cold damage instead of fire damage when it explodes.

Chill (Ex): As the phoelarch's heat ability, except that it deals cold damage.

Healing Cold (Su): As the phoelarch's healing fire ability, except it applies only to cold attacks.

Vazalka: The vazalka does not possess the phoera's ignite ability. A vazalka's statistics and abilities are otherwise similar to the phoera's, except as noted below:

Cold Subtype: A vazalka has the cold subtype instead of the fire subtype.

Damage: A vazalka deals 1d6 points of cold damage (instead of fire damage) when it hits with a claw or bite attack.

Breath Weapon (Su): 30-foot line of cold, 3/day, damage 5d4 cold, Reflex DC 12 half. The save DC is Constitution-based.

Chill (Ex): As the phoera's heat ability, except that it deals cold damage.

Healing Cold (Su): As the phoera's healing fire ability, except it applies only to cold attacks.

Shivering Strike (Ex): A creature struck by a vazalka's bite or claw attack must make a successful DC 12 Fortitude save or be shaken for 1d4 rounds. The save DC is Constitution-based.

Heat (Ex): A phoera generates so much heat that merely touching it deals 1d6 points of fire damage to the toucher. A phoera can suppress or resume this ability as a free action.

Ignite (Ex): A creature struck by a phoera's bite or claw attacks must make a successful DC 12 Reflex save or catch on fire. The flames burn for 1d4 rounds. A burning creature can take a move action to put out the flames. The save DC is Constitution-based.

Healing Fire (Su): Any fire attack that would normally deal damage instead heals a phoera. Any fire effect targeted on a phoera heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the phoera to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a phoera exposed to a *fireball* that deals 30 points of damage would heal up to 10 points of damage, or provide the phoera with up to 10 temporary hit points.

Rise From the Ashes (Su): When a phoera is slain (reduced to –10 hit points or below), its body is immolated, leaving nothing but ash and a chrysalis form in the shape of a small black glass egg roughly 6 inches across. The egg remains dormant for 24 hours, after which time it hatches, releasing another fully grown phoera. If the slain phoera had advanced to 4 Hit Dice or more, the new one only has the Hit Dice (3) of an unadvanced phoera.

The ash and chrysalis left behind when a phoera dies can be used to resurrect the phoera, but the creature cannot be raised by any means. Once a phoera has burst free from the chrysalis, the previous phoera cannot be brought back to life by any means. A *gentle repose* spell or similar magic cast on a chrysalis can keep the egg from hatching, allowing the phoera to possibly be brought back to life at a later time. Once the *gentle repose* effect ends, however, the egg hatches 24 hours later.

A *wish* or *miracle* spell used in conjunction with a *resurrection* effect can restore a phoera to life after its chrysalis has hatched.

PHOELARCHES AND PHOERAS IN EBERRON

Phoelarches often make their lairs near portals to Fernia, the plane of fire. Phoelarches treasure their freedom and the freedom of others, almost more than anything else. For this reason, they frequently unite with bands of adventurers strongly opposed to tyranny. The ancient past saw phoelarches helping to free elf slaves from their giant overseers on Xen'drik, and in the present day phoelarches have been know to help kalashtar escape the tyranny of the Inspired and assist warforged who are struggling to gain recognition as an independent race.

Phoelarch and phoera

Illus. by V. Rams

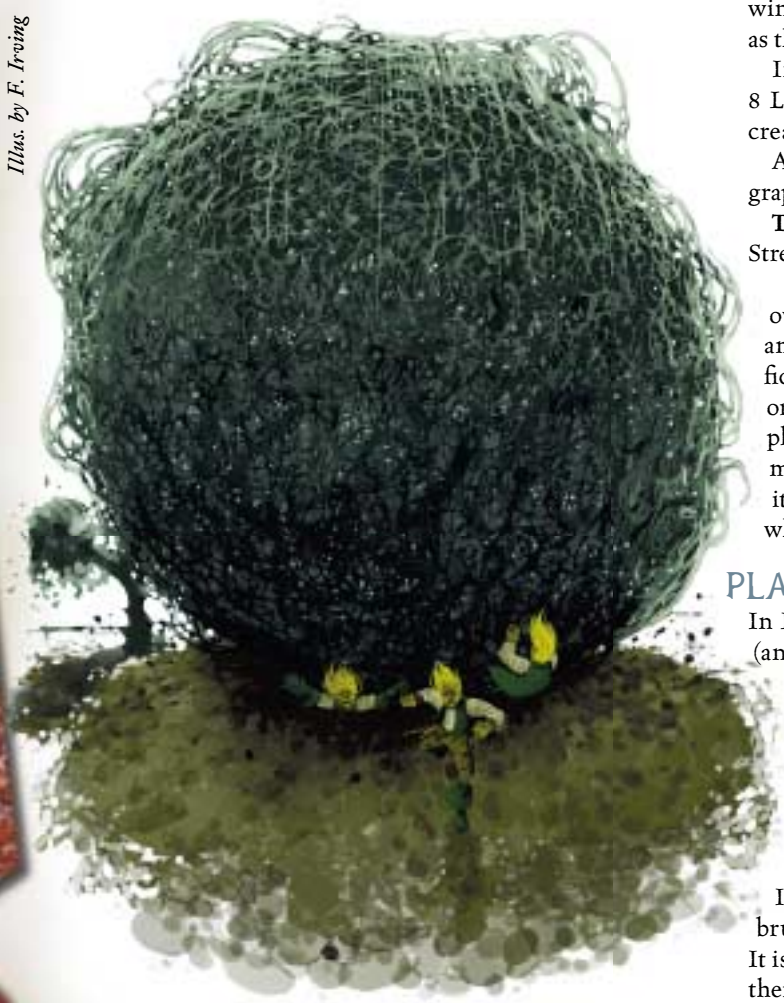
PHOELARCHES AND PHOERAS IN FAERÛN

Whenever a people's freedom is threatened, a phoelarch may be drawn to the scene to help in the struggle for freedom and justice. Phoelarches staunchly oppose slavery in Faerûn. Consequently, they are most active in places such as Calimshan, Mulhorand, and other nations where slavery is legal. They also form alliances with organizations and bands of adventurers opposed to powerful tyrants or slave rings.

PLAGUE BRUSH

Colossal Plant (Extraplanar)
Hit Dice: 31d8+248 (387 hp)
Initiative: +0
Speed: 60 ft. (12 squares)
Armor Class: 21 (–8 size, +19 natural), touch 2, flat-footed 21
Base Attack/Grapple: +22/+46
Attack: Slam +27 melee (2d8+18)
Full Attack: Slam +27 melee (2d8+18)
Space/Reach: 30 ft./30 ft.
Special Attacks: Greensickness, scoop, trample 2d8+18
Special Qualities: Airy, low-light vision, plant traits
Saves: Fort +25, Ref +10, Will +10
Abilities: Str 35, Dex 10, Con 26, Int —, Wis 11, Cha 10
Skills: —
Feats: —
Environment: Tarterian Depths of Carceri (Cathrys)
Organization: Solitary or tumble (2–4)
Challenge Rating: 17
Treasure: Standard
Alignment: Always neutral
Advancement: 32–62 HD (Colossal)
Level Adjustment: —

Illus. by F. Irving



Plague brush

An enormous ball of vines, easily the size of a building, tumbles toward you.

These monstrous, tumbleweedlike plant creatures roll along the vast scarlet plains of Cathrys, the second layer of Carceri. A plague brush is often 35 feet wide and can weigh as much as 40 tons.

COMBAT

A plague brush has only one instinct: roll over things to flatten and kill them. The creature is not precise about accomplishing this goal, though. Once it rolls over an obstacle, it often ignores it thereafter. It's not unusual for a plague brush to tumble through a camp or a community and simply keep on rolling by.

Greensickness (Su): A plague brush is continually surrounded by a cloud of spores in a 30-foot radius. The spores act as an inhaled poison (Fort DC 33); initial and secondary damage 2d6 Str and 1d4 Con. The save DC is Constitution-based.

Scoop (Ex): Any creature successfully trampled by a plague brush might be picked up and carried off with it. The plague brush can immediately attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it picks up the victim and carries it as the plague brush moves.

In this manner, a plague brush can scoop up to 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

A creature scooped up by a plague brush is considered grappled.

Trample (Ex): Reflex DC 37 half. The save DC is Strength-based.

Airy (Ex): Since a plague brush is constantly turning over and its anatomy is made up of a (relatively) small amount of plant matter and lots of empty space, it is difficult to know where to attack the creature. Any melee or ranged attack with a piercing weapon directed at a plague brush has a 20% miss chance. The blow or missile may pass through the creature's body without harming it. Even a *true seeing* effect is useless for determining where and how to strike the creature.

PLAGUE BRUSHES IN EBERRON

In Eberron, the plague brush is not an extraplanar plant (and it loses the extraplanar subtype). Instead, it poses a danger to those brave, foolish, or desperate enough to venture into the Mournland. Created to weaken troops by means of their greensickness poison, plague brushes served as advance units in the Last War; now they randomly wander the stricken land.

PLAGUE BRUSHES IN FAERÛN

In the Forgotten Realms campaign setting, plague brushes sweep across the Barrens of Doom and Despair. It is rare—but not unheard of—for these creatures to find their way onto other planes.

PLAGUE SPEWER

Huge Undead
Hit Dice: 16d12 (104 hp)
Initiative: –1
Speed: 40 ft. (8 squares)
Armor Class: 23 (–2 size, –1 Dex, +16 natural), touch 7, flat-footed 23
Base Attack/Grapple: +8/+26
Attack: Slam +16 melee (1d8+10 plus plague)
Full Attack: 2 slams +16 melee (1d8+10 plus plague)
Space/Reach: 15 ft./15 ft.
Special Attacks: Plague, vomit rat swarm
Special Qualities: Damage reduction 10/slashing, darkvision 60 ft., undead traits
Saves: Fort +5, Ref +4, Will +11
Abilities: Str 31, Dex 9, Con —, Int —, Wis 12, Cha 16
Skills: —
Feats: —
Environment: Underground
Organization: Solitary or pair plus 2d4 rat swarms
Challenge Rating: 10
Treasure: Standard
Alignment: Always neutral evil
Advancement: 17–32 HD (Huge); 33–48 HD (Gargantuan)
Level Adjustment: —

Myriad lumps move just under the skin of this huge, gruesome, humanoid-shaped creature. Its bloodless complexion resembles a corpse.

These mindless undead creatures lumber about, seeking to kill any living creature except for rats and vermin. If one finds its way into civilization it, and the rat swarms it brings, can deplete the population of a town.

A plague spewer's greatest threat is the devastating disease it carries. Unlike many such ailments, this one spreads merely from contact. Thus, those seeking to help the afflicted often become victims themselves. Plague spewers stand 22 feet tall and weigh 10 tons.

COMBAT

Plague spewers hate almost all living creatures and will launch themselves into combat, relentlessly attacking the nearest foe. Plague spewers attack without cunning or guile. They seek to slam and bash living creatures. Periodically, and whenever they cannot easily reach a foe, they vomit forth swarms of rats.

Plague (Su): Supernatural disease—slam, Fortitude DC 21, incubation period 1 minute; damage 2d4 Dex and 2d4 Con. The save DC is Charisma-based.

The disease is spread by contact and does not require injury.

Unlike normal diseases, plague continues until the victim reaches Constitution 0 (and dies) or until a *remove disease* spell or similar magic (see Disease, page 304 of the *Dungeon Master's Guide*) is applied.

An afflicted creature of Huge size or larger who dies of the plague rises as a plague spewer in 1d4 days.

Vomit Rat Swarm (Su): As a full-round action, a plague spewer can spew forth a rat swarm (see *Monster Manual* page 239). It can do this up to four times per day.

PLAGUE SPEWERS IN EBERRON

At least one plague spewer haunts the dungeons below Sharn, and others are known to inhabit the Mournland as well as some of the ancient Dhakaani ruins that dot the landscape of Khorvaire. However, plague spewers are most commonly encountered on Xen'drik, where they are rumored to be the undead remains of giants whom the great dragons of Argonnessen cursed with a foul plague.

PLAGUE SPEWERS IN FAERÛN

Plague spewers have infested cities such as Westgate, Marsember, and Urmlaspyr with their rat swarms. The fact that almost all plague spewers have been encountered along the Dragon Coast has fueled rumors of a "plague cult." Although adventurers in Westgate and Urmlaspyr have helped local constabularies deal with the unprecedented rat populations in those cities by finding and destroying the plague spewers responsible, attempts to locate a plague spewer beneath the streets of Marsember have thus far failed.

Plague spewer

Illus. by L. Parrillo

PROTEAN SCOURGE

This creature stands 7 feet tall, with red, pebbled skin, and two massive horns sprouting nearly straight up from its forehead. Its angular features look vaguely demonic, and its many sharp, pointed teeth only add to that impression. Its legs are almost unnaturally long, well over half its body length, and its long arms display four fingers with wickedly curved, 8-inch-long claws.

Cases of mistaken identity are common with protean scourges, which just adds to their reputation as deadly assassins. With their crimson skin and long, demonic horns, protean scourges are often mistaken for fiends from the Abyss. Still other protean scourges find themselves mistaken for doppelgangers because of their innate shapeshifting ability. A protean scourge uses its shapechanging and potent magical abilities to great effectiveness. Protean scourges are naturally deceptive and have keen powers of observation.

Protean scourges have red, pebbled skin in their natural form that looks scaly from a distance. Their yellow eyes add to the overall demonic look, as do the two thick, foot-and-a-half-long horns that grow from their foreheads, curving only slightly to razor-sharp points. A protean scourge's legs are abnormally long for its size, giving it a better than average land speed. Its clawed hands are lethal in their own right, but most protean scourges also carry a scythe that they wield in deadly fashion, mostly to add to the myth that the creature is some sort of evil outsider.

Protean scourges love to kill. Most find that their natural abilities make them highly effective assassins, able to get close to a target without its knowledge, then strike when the moment is most opportune. Other protean scourges find service in the forces of evil warlords, who use them as spies. Still other protean scourges find work in thieves guilds, usually as leaders. As long as it has an opportunity to shed blood, a protean scourge can be content.

A protean scourge is roughly 7 feet tall and weighs about 200 pounds.

Protean scourges speak Common, Infernal, and Abyssal.

Protean scourge

Illus. by D. Ormston

COMBAT

A protean scourge strikes from the shadows, using its magic to lead its opponents into traps or separate them into easily slaughtered smaller groups. Once it is ready to strike, a protean scourge uses its claws or its scythe and horns to gouge a foe. A protean scourge's deadliest surprise only becomes apparent when it has been damaged in battle: It splits into two protean scourges, each one with the strength and capabilities of a normal protean scourge. Many an unknowing foe has seen a protean scourge use this ability and assumed it to be some other illusion, only to learn too late how real the double really is.

Spells: Protean scourges cast spells as 8th-level sorcerers. They generally favor illusion and transmutation magic over other schools.

Typical Sorcerer Spells Known (6/7/7/6/4): 0—*acid splash* (+16 ranged touch), *dancing lights*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *mage hand*, *open/close*, *prestidigitation*; 1st—*charm person* (DC 15), *color spray* (DC 15), *mage armor*, *ray of enfeeblement* (+16 ranged touch), *ventriloquism* (DC 15); 2nd—*mirror image*, *scorching ray* (+16 ranged touch), *spider climb*; 3rd—*displacement*, *haste*; 4th—*greater invisibility*.

Split (Su): When damaged, a protean scourge splits into two identical versions of itself. This ability is not an illusion; each new protean scourge is fully capable of dealing real damage and poses a real threat. Each version of the protean scourge has all the current statistics and access to all the current abilities of a single creature, including any remaining uncast spells. However, any spells cast by either split protean scourge come from the total pool of remaining available spells. So, the two versions share access to remaining spells; each does not get its own spell list or spells per day. Neither half of the protean scourge can change shape as long as the creature remains split.

Each version has the protean scourge's current hit point total (they do not split remaining hit points), and both versions of the protean scourge must be slain to kill the creature.

The split protean scourges can recombine into a single creature in a process that takes 1 minute. While it recombines, the protean scourge is helpless.

Change Shape (Su): A protean scourge can assume the shape of any Medium humanoid. In humanoid form, a protean scourge loses its natural attacks. A protean scourge can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a protean scourge reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A protean scourge has a +8 racial bonus on Climb checks and can always take 10 on Climb checks, even when rushed or threatened. Protean scourges also have a +4 racial bonus on Bluff, Disguise, Intimidate, Listen, and Spot checks. *When using its change shape ability, a protean scourge gets an additional +10 circumstance bonus on Disguise checks.

PROTEAN SCOURGE ARCANIST

The protean scourge arcanist has practiced and refined its natural arcane spellcasting ability by taking levels of

	Protean Scourge Medium Monstrous Humanoid (Shapechanger)	Protean Scourge Arcanist, 4th-Level Sorcerer Medium Monstrous Humanoid (Shapechanger)
Hit Dice:	13d8+52 (110 hp)	13d8+65 plus 4d4+20 (153 hp)
Initiative:	+7	+9
Speed:	40 ft. (8 squares), climb 10 ft.	40 ft. (8 squares), climb 10 ft.
Armor Class:	23 (+3 Dex, +10 natural), touch 13, flat-footed 20	25 (+5 Dex, +10 natural), touch 15, flat-footed 20
Base Attack/Grapple:	+13/+18	+15/+21
Attack:	Claw +18 melee (2d6+5 or Powerful Charge 2d6+5 plus 1d8) or scythe +18 melee (2d4+7/×4 or Powerful Charge 2d4+7/×4 plus 1d8)	Claw +21 melee (2d6+6 or Powerful Charge 2d6+6 plus 1d8) or scythe +21 melee (2d4+9/×4 or Powerful Charge 2d4+9/×4 plus 1d8)
Full Attack:	2 claws +18 melee (2d6+5) and gore +16 melee (1d8+2); or scythe +18/+13/+8 melee (2d4+7/×4) and gore +16 melee (1d8+2)	2 claws +21 melee (2d6+6) and gore +19 melee (1d8+3); or scythe +21/+16/+11 melee (2d4+9/×4) and gore +19 melee (1d8+3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Spells, split	Spells, split
Special Qualities:	Change shape, damage reduction 10/silver, darkvision 60 ft., immunity to petrification and poison, resistance to cold 10 and electricity 10, spell resistance 24	Change shape, damage reduction 10/silver, darkvision 60 ft., immunity to petrification and poison, resistance to cold 10 and electricity 10, spell resistance 24
Saves:	Fort +8, Ref +13, Will +12	Fort +10, Ref +16, Will +16
Abilities:	Str 20, Dex 17, Con 19, Int 14, Wis 14, Cha 19	Str 22, Dex 20, Con 21, Int 12, Wis 14, Cha 24
Skills:	Bluff +18, Climb +13, Concentration +20, Diplomacy +7, Disguise +8 (+10 acting)*, Escape Artist +11, Gather Information +9, Intimidate +15, Listen +14, Sense Motive +6, Spot +14, Use Rope +3 (+5 with bindings)	Bluff +20, Climb +14, Concentration +25, Diplomacy +9, Disguise +11 (+13 acting)*, Escape Artist +12, Gather Information +10, Intimidate +17, Listen +13, Sense Motive +5, Spot +13, Use Rope +5 (+7 with bindings)
Feats:	Improved Initiative, Improved Natural Attack (claws), Iron Will, Lightning Reflexes, Multiattack, Powerful Charge[B]	Improved Initiative, Improved Natural Attack (claws), Iron Will, Lightning Reflexes, Multiattack, Powerful Charge[B], Silent Spell
Environment:	Temperate plains	Temperate plains
Organization:	Solitary	Solitary
Challenge Rating:	12	16
Treasure:	Standard	Standard
Alignment:	Always neutral evil	Always neutral evil
Advancement:	By character class	By character class
Level Adjustment:	—	—

sorcerer. More powerful than an ordinary protean scourge in nearly every respect, a protean scourge sorcerer might be encountered manipulating the politics of an entire country or plotting to seize control of valuable underground resources. With its versatility and cunning, it makes a formidable foe in any environment or adventure.

The protean scourge sorcerer presented here had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 12, Dex 14, Con 13, Int 8, Wis 10, Cha 15.

Combat

A protean scourge arcanist casts various spells on itself before entering combat, starting with *displacement*, *haste*, and *greater invisibility*. Its tactics otherwise mirror those of an ordinary protean scourge.

Spells: A protean scourge sorcerer has access to more powerful magic, casting spells as a 12th-level sorcerer.

Typical Sorcerer Spells Known (6/8/8/8/7/6/4): 0—*acid splash* (+20 ranged touch), *dancing lights*, *daze* (DC 17), *detect magic*, *ghost sound* (DC 17), *mage hand*, *open/close*, *prestidigitation*, *read magic*; 1st—*charm person* (DC 18), *color spray* (DC 18), *mage armor*, *ray of enfeeblement* (+20 ranged touch), *ventriloquism* (DC 18); 2nd—*ghoul touch* (+21 melee touch, DC 19), *mirror image*, *scorching ray* (+20 ranged touch), *spider climb*, *spectral hand*; 3rd—*displacement*, *haste*, *suggestion* (DC 20), *vampiric touch* (+21 melee touch); 4th—*confusion* (DC 21), *enervation* (+20 ranged touch), *greater invisibility*; 5th—*baleful polymorph* (DC 22), *dominate person* (DC 22); 6th—*disintegrate* (+20 ranged touch, DC 22).

QUARAPHON

This unusual brute has a squat, centaurlike form, with deep azure skin. Its elongated head has two mouths stacked upon each other and four menacing eyes.

Quaraphons are belligerent, swaggering creatures that wander the open plains looking to hone their fighting prowess on anything that seems to be a challenge. Quaraphons spend most of their time wandering in nomadic groups, hunting herds of large, dangerous animals such as bison and elephants. Because the creatures require a huge amount of food, the range of a quaraphon herd can be enormous and often infringes on the territory of other plains-dwelling races. Most times, these territorial intrusions turn violent, although occasionally the members of a herd will temper their brawling nature to trade with others.

While rather dim, quaraphons love weapons and armor of all kinds and will attack anyone that enters their territory bearing such items.

A quaraphon stands 9 to 10 feet tall and weighs 650 to 750 pounds. Its skin is deep azure blue and is covered with warty knots. The head of a quaraphon is unusually large, and includes two mouths, one on top of the other, and four eyes. The placement of the eyes varies with each quaraphon—some arrangements are uniformly even and horizontal, while other quaraphons look as though their eyes were randomly placed on their faces. Despite this strange physiological feature, quaraphons are alert and do not seem hindered by the odd placement of their eyes.

Quaraphons speak Giant.

Illus. by D. Allsop

COMBAT

A quaraphon is an unsubtle combatant that relies on its brute strength to discourage any serious resistance. It first lets loose a deafening bellow before charging in on its victim.

A quaraphon normally attacks using its Power Attack feat, taking a –3 penalty on its attack rolls and gaining a +3 bonus on damage rolls.

Deafening Bellow (Su): Once per day, a quaraphon can let loose a cacophony of noise from its two mouths. Any creature within 60 feet of the quaraphon takes 2d6 points of sonic damage and must make a DC 20 Fortitude save or be deafened for 1d6 rounds. The save DC is Constitution-based.

QUARAPHON BULLY

Quaraphons commonly become barbarians, marrying their natural strength and aggressiveness with the brutal style of that class.

Quaraphon

Deafening Bellow (Su): As above, except Fortitude save DC 22 (24 when raging).

Rage (Ex): Twice per day, this quaraphon barbarian can enter a state of fierce rage that lasts 13 rounds. The following changes are in effect as long as he rages: AC 21 (touch 8, flat-footed 20); hp increase by 28; Atk +17 melee (2d8+20/19–20, +1 *greatclub*) or +16 melee (1d8+12, bite); Full Atk +17/+12/+7 melee (2d8+20/19–20, +1 *greatclub*) and +11 melee (1d8+7, bite) and +11/+11 melee (1d6+7, 2 hooves); SV Fort +17, Will +6; Str 28, Con 31. At the end of his rage, the quaraphon barbarian is fatigued for the remainder of the encounter.

Improved Uncanny Dodge (Ex): This quaraphon barbarian cannot be flanked; he retains his Dexterity bonus to AC regardless of being caught flat-footed or attacked by an invisible opponent. This defense is denied to the creature if it is attacked by a rogue of 8th level or higher.

Trap Sense (Ex): This quaraphon barbarian has a +1 bonus on Reflex saves made to avoid traps. He also has a +1 bonus to his AC against attacks by traps.

Uncanny Dodge (Ex): This quaraphon barbarian gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

QUARAPHON SOCIETY

Quaraphons live in nomadic herds that roam the open plains and hilly expanses. Most herds have between 30 and 100 individuals, with at least half being females and children. Although omnivorous, quaraphons prefer meat, and the males spend most of their time tracking large game, while females graze for nuts, berries, and tubers to supplement their diet. Constantly on the move, quaraphons travel light and prefer not to burden themselves with large amounts of material goods.

The leader of a quaraphon herd is known as the bullmaster and is always the largest and strongest member. The bullmaster spends most of his time watching out for younger quaraphons that vie for his lofty position. The bellows of dueling quaraphons can be heard for miles around, lending a chilling quality to the desolate plains. However, while males are definitely in charge of the tribes, elder females also have a serious say in matters—a bullmaster would be foolhardy to make decisions without first consulting the eldest female of the tribe. Females are also the most likely to become spellcasters, particularly druids and clerics. Quaraphons have a deep distrust of arcane magic, and ascribe all manner of superstitious belief to its practice. For this reason, no "sane" quaraphon willingly associates with

	Quaraphon Large Aberration	Quaraphon Bully, 5th-Level Barbarian Large Aberration
Hit Dice:	9d8+54 (94 hp)	9d8+72 plus 5d12+40 (185 hp)
Initiative:	+0	+1
Speed:	40 ft. (8 squares)	35 ft. in breastplate (7 squares); base speed 50 ft.
Armor Class:	16 (–1 size, +7 natural), touch 9, flat-footed 16	23 (–1 size, +1 Dex, +7 natural, +6 *+1 breastplate*), touch 10, flat-footed 22
Base Attack/Grapple:	+6/+15	+11/+22
Attack:	Bite +7 melee (1d8+8)*	*+1 greatclub* +15 melee (2d8+17/19–20) or masterwork composite longbow +12 ranged (2d6+4/×3) or bite +15 melee (1d6+10)*
Full Attack:	Bite +7 melee (1d8+8) and 2 hooves +2 melee (1d6+5)*	*+1 greatclub* +15/+10/+5 melee (2d8+17/19–20) and bite +9 melee (1d6+10) and 2 hooves +9 melee (1d6+6)* or masterwork composite longbow +12/+7/+2 ranged (2d6+4/×3)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Deafening bellow	Deafening bellow, rage 2/day
Special Qualities:	Darkvision 60 ft.	Darkvision 60 ft., improved uncanny dodge, trap sense, uncanny dodge
Saves:	Fort +9, Ref +3, Will +8	Fort +15, Ref +5, Will +8
Abilities:	Str 20, Dex 10, Con 22, Int 7, Wis 15, Cha 11	Str 24, Dex 12, Con 27, Int 7, Wis 13, Cha 11
Skills:	Intimidate +5, Jump +9, Listen +6, Spot +6, Survival +5	Handle Animal +4, Intimidate +7, Jump +8, Listen +7, Spot +5, Survival +6
Feats:	Alertness, Cleave, Improved Natural Weapon (bite), Power Attack	Alertness, Cleave, Improved Critical (greatclub), Improved Natural Weapon (bite), Power Attack
Environment:	Temperate plains	Temperate plains
Organization:	Solitary, pair, pack (3–6), gang (9–12), or herd (13-50 plus 100% noncombatants)	Solitary, pair, gang (1 plus 2–5 quaraphons), or gang (1 plus 8–11 quaraphons)
Challenge Rating:	5	10
Treasure:	Standard	Standard (including *+1 breastplate, +1 greatclub,* masterwork composite longbow [+4 Str bonus])
Alignment:	Usually chaotic neutral	Chaotic neutral
Advancement:	By character class	By character class
Level Adjustment:	+5	+5

*Includes adjustments for Power Attack feat.

sorcerers or wizards, and one is cast out from the tribe if he or she befriends any such characters.

Once every ten years, all the quaraphon herds converge at a prescribed location, following an ancient migratory path. This gathering, called a herdmeet, is an enormous, raucous affair where trade is conducted, hotheaded males compete in boisterous games, and young females are traded between herds to build alliances and reaffirm friendships. Other creatures are strictly forbidden from attending herdmeets, and any that are caught will be used as "live game" in the next round of hunting.

QUARAPHONS AS CHARACTERS

Most exceptional quaraphons are barbarians or fighters.

Quaraphon characters possess the following racial traits.

— +10 Strength, +12 Constitution, –4 Intelligence, –4 Wisdom.

— Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium creatures.

— Space/Reach 10 feet/5 feet.

— A quaraphon's base land speed is 40 feet.

— Darkvision out to 60 feet.

— Racial Hit Dice: A quaraphon beings with nine levels of aberration, which provide 9d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +3, Ref +3, and Will +6.

— Racial Skills: A quaraphon's aberration levels give it skill points equal to 11 × (2 + Int modifier, minimum 1). Its class skills are Intimidate, Listen, Spot, and Survival.

— Racial Feats: A quaraphon's aberration levels give it four feats.

— +7 natural armor bonus.

— Natural Weapons: Bite (1d6) and hoof (1d6).

— Special Attacks: Deafening bellow (see above).

— Automatic Languages: Giant.

— Favored Class: Barbarian.

— Level adjustment +5.

QUARAPHONS IN EBERRON

Quaraphons claim the plains and savannas of Xen'drik as their private hunting grounds. They hunt and feed on the various breeds of dinosaurs that roam the plains.

RAGE DRAKE

This heavily muscled reptile stalks about on four limbs, its fluid movements and feline grace belying its size. Its dark red scales are scarred and chipped from past struggles, and its scowling visage hints at unchecked rage.

Illus. by A. Rex

Rage drake

Primitive draconic creatures, rage drakes have more in common with large and dangerous dire animals than with true dragons. Although capable of at least rudimentary reasoning, rage drakes remain animalistic in many ways. Cruel and selfish, rage drakes embody many of the worst qualities of evil dragonkind. Some sages believe that rage drakes were created deliberately in an attempt to find a mount with the fearsome physical abilities of a dragon but without the intelligence and powerful magical abilities. Rage drakes do not hoard treasure, though they do value precious gems . . . as snacks.

Rage drakes have dull, deep red scales and the feline build common to true dragons. Unlike many other draconic creatures, they do not have wings. However, their size and strength make them extremely fast compared to most ground creatures. A typical rage drake can grow to be over 12 feet long and can weigh up to 6,000 pounds.

Rage drakes do not speak, but they understand Common and Draconic within the limits of their intelligence.

COMBAT

Brutal, instinctive hunters, rage drakes hide and ambush their foes when possible. Beyond this instinctive hunting technique, rage drakes take a simple approach to the many battles they fight in their violent lives. When combat begins, a rage drake charges and pounces on the nearest foe, tearing its opponent to shreds as fast as it can and then moving on to the next foe. It usually tries to pounce and stun its foe in the first round of combat and then begins raging in the next round. If overmatched in combat, a rage drake is just as likely to fight to the death as it is to flee.

A rage drake normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls.

Improved Grab (Ex): To use this ability, a rage drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can use both its rake and worry attacks against the held foe.

Pounce (Ex): If a rage drake charges, it can make a full attack, including its two rake attacks and one worry attack if it grabs its foe.

Rage (Ex): Four times per day, a rage drake can enter a state of fierce rage that lasts 11 rounds. The following changes are in effect as long as he rages: AC 18 (touch 10, flat-footed 15); hp increase by 28; Atk +18 melee (1d8+15/19–20, claw); Full Atk +18 melee (1d8+15/19–20, 2 claws) and +13 melee (2d6+10, bite); SV Fort +17, Will +12; Str 31, Con 27; Jump +33. Unlike a barbarian, however, a rage drake is not fatigued after raging. A rage drake can end its rage early, though it seldom does so even when all its foes are apparently defeated.

Rake (Ex): Attack bonus +16 melee, damage 1d8+13, including adjustment for using Power Attack feat.

Worry (Ex): Whenever a rage drake grabs a foe at least one size category smaller than itself in its mouth, it instinctively shakes the foe, stunning and disorienting its victim. Anyone grabbed by a rage drake must succeed on a DC 25 Fortitude saving throw or be stunned for 1 round. A rage drake can only use this ability in the first round after it grabs a foe. The save DC is Strength-based.

Skills: Rage drakes have a +4 racial bonus on Spot checks and Listen checks.

FIENDISH RAGE DRAKE

Demon princes often breed powerful fiendish versions of rage drakes to use in their Abyssal armies. These ferocious monsters are even more terrifying than their ordinary cousins, combining draconic fury with demonic toughness and vigor.

Combat

A fiendish rage drake normally attacks using its Power Attack feat, taking a –9 penalty on its attack rolls and gaining a +9 bonus on damage rolls.

Rage (Ex): Four times per day, a fiendish rage drake can enter a state of fierce rage that lasts 12 rounds. The following changes are in effect as long as he rages: AC 18 (touch 10, flat-footed 15); hp increase by 42; Atk +22 melee (1d8+20/19–20, claw); Full Atk +22 melee (1d8+20/19–20, 2 claws) and +14 melee (2d6+15, bite); SV Fort +21, Will +14; Str 32, Con 28.; Jump +38. Unlike a barbarian, however, a fiendish rage drake is not fatigued after raging. A rage drake can end its rage early, though it seldom does so even when all its foes are apparently defeated.

	Rage Drake Large Dragon	Fiendish Rage Drake Large Dragon
Hit Dice:	14d12+84 (175 hp)	21d12+147 plus 21 (304 hp)
Initiative:	+7	+8
Speed:	60 ft. (12 squares)	60 ft. (12 squares)
Armor Class:	20 (–1 size, +3 Dex, +8 natural), touch 12, flat-footed 17	20 (–1 size, +3 Dex, +8 natural), touch 12, flat-footed 17
Base Attack/Grapple:	+14/+26	+20/+34
Attack:	Claw +16 melee (1d8+13/19–20)*	Claw +20 melee (1d8+18/19–20)*
Full Attack:	2 claws +16 melee (1d8+13/19–20)* and bite +11 melee (2d6+9)*	2 claws +20 melee (1d8+18/19–20)* and bite +15 melee (2d6+14)*
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rage, rake, worry	Improved grab, pounce, rage, rake, smite good, worry
Special Qualities:	Blindsense 30 ft., darkvision 60 ft., immunity to sleep and paralysis, low-light vision	Blindsense 30 ft., darkvision 60 ft., damage reduction 10/magic, immunity to sleep, and paralysis, low-light vision, resistance to cold 10 and fire 10, spell resistance 26
Saves:	Fort +15, Ref +12, Will +10	Fort +19, Ref +16, Will +12
Abilities:	Str 27, Dex 17, Con 23, Int 4, Wis 12, Cha 10	Str 28, Dex 17, Con 24, Int 4, Wis 12, Cha 10
Skills:	Hide +9, Jump +31, Listen +15, Move Silently +13, Spot +15	Hide +14, Jump +36, Listen +19, Move Silently +17, Spot +19
Feats:	Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Improved Natural Attack (bite), Power Attack	Cleave, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Improved Natural Attack (bite), Improved Toughness, Power Attack
Environment:	Cold forests	Cold forests
Organization:	Solitary or pair	Solitary or pair
Challenge Rating:	9	13
Treasure:	None	None
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	15–28 HD (Large); 29–42 HD (Huge)	22–28 HD (Large); 29–42 HD (Huge)
Level Adjustment:	—	—

*Includes adjustments for Power Attack feat.

Smite Good (Su): Once per day, a fiendish rage drake can make a normal melee attack to deal an extra 20 points of damage against a good foe.

RAGE DRAKE MOUNTS

Although they are too intelligent to be trained with the Handle Animal skill, rage drakes can occasionally be bribed or bullied into serving as mounts for extremely powerful riders. Riding a rage drake, even a thoroughly cowed one, is always risky, and the rider must be prepared to deal with the rage drake's attempt to assert control or turn on its rider. Controlling a mount is especially difficult when the creature enters a rage—all Ride checks during such a time have their DCs increased by 10.

A rage drake willing to serve as a mount and trained for battle costs at least 15,000 gp. Frequent rewards of food, drink, and precious gems can keep a rage drake happy and reasonably loyal. In general, a rage drake rider should expect to spend between 500 and 1,500 gp per month on the creature if he wants to keep the beast content (or as content as a rage drake ever is).

RAGE DRAKES IN EBERRON

Rage drakes are found in large numbers on the continent of Argonnessen, lairing in caves carved into perilous cliffs near coastal waters. They are also found in alarming numbers on mainland Khorvaire, battling wyverns for territory. Longships of the Lhazaar Principalities often have figureheads carved to resemble rage drakes, and the creatures are hunted, respected, and feared up and down Khorvaire's eastern coastline. The barbarian tribes of Argonnessen use rage drakes as mounts.

RAGE DRAKES IN FAERÛN

Rage drakes populate various mountain ranges in the Unapproachable East, most notably the Giantspire Mountains in Narfell and the Dragonjaw Mountains in Thesk and Aglarond. Enslaved rage drakes also serve various Red Wizards of Thay. They have been encountered in large numbers as far south as the Toadsquat Mountains of the Eastern Shaar. Shiertalaran traders have also reported rage drakes in the Wyrmbones that prey on caravans approaching the city of Kormul as well as on boats heading up and down the Talar River.

RAGEWALKER

Large Fey
Hit Dice: 22d6+88 (165 hp)
Initiative: +11
Speed: 50 ft. (10 squares)
Armor Class: 28 (–1 size, +7 Dex, +6 natural, +6 armor), touch 16, flat-footed 21
Base Attack/Grapple: +11/+19
Attack: +5 *spiked chain* +22 melee (2d6+11) or claw +17 melee (1d6+4)
Full Attack: +5 *spiked chain* +22/+17/+12 melee (2d6+11) or 2 claws +17 melee (1d6+4)
Space/Reach: 10 ft./10 ft. (spiked chain up to 20 ft.)
Special Attacks: Control living spells, induce blood frenzy, spell-like abilities, weapon cloud
Special Qualities: Damage reduction 10/cold iron, fast healing 5, grafted armor, low-light vision, repel missiles, spell resistance 26
Saves: Fort +13, Ref +20, Will +15
Abilities: Str 19, Dex 25, Con 19, Int 10, Wis 14, Cha 24
Skills: Diplomacy +9, Hide +28, Jump +37, Listen +27, Move Silently +32, Sense Motive +27, Spot +27
Feats: Combat Reflexes, Empower Spell-Like Ability (*blade barrier*), Empower Spell-Like Ability (*wall of fire*), Great Fortitude, Improved Initiative, Quicken Spell-Like Ability (*blade barrier*), Quicken Spell-Like Ability (*wall of fire*), Weapon Finesse
Environment: Temperate plains
Organization: Solitary or troupe (1 plus 1d3 living spells)
Challenge Rating: 14
Treasure: Standard
Alignment: Always neutral evil
Advancement: By character class
Level Adjustment: —

This tall creature looks at once slender and deadly. Its generally humanoid body has thin legs and arms, and its features are concealed by tight-fitting metal armor. The creature's movements are graceful and sure, yet they are sharp and angry at the same time. Swords, axes, and other bladed weapons spin around the creature in a tight cloud. These weapons look sharp and deadly, but none comes close enough to the creature that it risks striking itself.

Ragewalkers embody the natural forces of war and combat in the same way that a nymph embodies the beauty of nature or a dryad embodies the heart of its tree. These deadly fey emerge from a landscape torn and twisted by war, and they are nature's response to the ravages of such battles. The ragewalker, also known as the war torn fey, exists to perpetuate combat, turning men and beast alike against one another. Insane by the standards of any but the uncaring forces of nature, ragewalkers seek the annihilation of all war through the annihilation of all who are capable of making war.

As spirits of a war-torn land, ragewalkers sometimes emerge from the sites of great battles. Ragewalkers seem somehow related to living spells or to their creation, and they have an innate ability to control and command such creatures. A ragewalker is often encountered with one or more living spells bound to it as guardians, although such relationships seem to be based more on instinct than on reason.

Ragewalkers have light gray skin, a generally humanoid build, and fair, elflike features. Few ever see their faces, distorted by bloodlust, since they are covered from head to foot in tight-fitting metal armor. The most unusual feature of a ragewalker is the cloud of weapons that spins around it in a tight orbit. Any who come close to the creature risk injury from these flying weapons. A ragewalker stands 15 feet tall and weighs 500 pounds.

Ragewalkers speak Common, Abyssal, Infernal, and Sylvan.

COMBAT

Ragewalkers embody ferocious combat, yet they prefer to bring about such conflict in others rather than directly engage in melee. A ragewalker uses its powerful supernatural abilities to turn its foes against one another. It then uses its spell-like abilities to divide the battlefield to its liking, isolating small groups of foes and then moving in to destroy them.

Control Living Spells (Su): A ragewalker rebukes and commands living spells in the same way that evil clerics rebuke and control undead. A ragewalker can use this ability a number of times per day equal to 3 + its Charisma bonus (ten times per day for a typical ragewalker). A ragewalker rebukes and commands living spells as a cleric with a level equal to one-half its Hit Dice.

Grafted Armor (Ex): A ragewalker wears armor it has scavenged from countless battlefields. This armor provides significant protection in combat, but it imposes no maximum Dexterity bonus, no armor check penalty, no movement penalty, and no arcane spell failure chance. Other creatures, even other ragewalkers, cannot wear a ragewalker's armor.

Induce Blood Frenzy (Su): Any creature coming within 10 feet of a ragewalker must make a DC 28 Will save or fly into a mindless killing frenzy. Any creature that fails its saving throw gains a +2 bonus to Strength and takes a –2 penalty to AC. Affected creatures become unable to distinguish friend from foe and must make a melee attack against the nearest creature each round (using a full attack if possible, or charging if appropriate). An affected creature is incoherent and cannot talk, cast spells, or otherwise communicate for the duration of the effect. It remains in a frenzy for a number of rounds equal to 10 minus its Wisdom bonus (minimum 1 round), even if the ragewalker is dead or no longer present.

This is a mind-affecting ability. The save DC is Charisma-based.

Repel Missiles (Su): Any time a thrown or projectile weapon is used against a ragewalker, the weapon instead turns and could strike the wielder. The attacker compares his attack roll against his own Armor Class, figuring the attack's success and damage as if he had attacked himself.

Ranged weapons with epic enhancement bonuses are not affected by this ability.

Spell-Like Abilities: 3/day—*blade barrier* (DC 23), *bull's strength, greater magic weapon, wall of fire.* Caster level 20th.

Note that the feats Quicken Spell-Like Ability and Empower Spell-Like Ability affect all of the ragewalker's daily uses of *blade barrier* and *wall of fire.*

Weapon Cloud (Su): Ragewalkers are surrounded at all times by a cloud of flying, whirling weapons. This cloud deals 2d6 points of slashing damage each round to any creature adjacent to the ragewalker. Damage reduction applies to this damage.

TACTICS ROUND-BY-ROUND

A ragewalker is most effective when it can induce a blood frenzy in its foes, turning them against one another. The ragewalker must close to within 10 feet of its foes at the beginning of combat to induce a blood frenzy in them. Once those foes have turned on each other, the ragewalker carefully divides the battlefield with *blade barriers* and *walls of fire.* When its spell-like and supernatural abilities have done their work, it can close with its foes one at a time and rip them apart, enhancing its combat ability with *bull's strength* when possible.

Prior to Combat: Scout the area to pick ideal spots to divide foes into smaller groups with *blade barrier* and *wall of fire.* Just before the fight, cast *bull's strength* (adding +3 to spiked chain damage rolls and +2 to Jump checks). A ragewalker always has *greater magic weapon* active (included in statistics above).

Round 1: Move near the foes most likely to have poor Will saves (heavily armored warrior-types), forcing them to deal with the ragewalker's ability to induce a blood frenzy. Use a quickened and empowered *wall of fire* to split a group of foes into smaller groups. Try to divide them in such a way that some of those who have succumbed to the blood frenzy are in each of the newly formed smaller groups. Use a second move action to back away from the conflict.

Round 2: Repeat round 1's tactic.

Round 3: If some foes have not yet been exposed to the blood frenzy, move near them and repeat round 1's tactic. If all foes have been exposed, use either *blade barrier* or *wall of fire* (quickened and empowered in either case) to isolate one unaffected foe and move so that the unaffected foe is attacked by the weapon cloud.

Round 4: If foes are unable to attack as a group, pick them off one at a time with melee attacks. If they are still able to mount a coordinated attack, use quickened and empowered *blade barriers* and *walls of fire* to cover a retreat.

Ragewalker

Illus. by S. Prescott

RAGEWALKERS IN EBERRON

Ragewalkers are drawn to the Mournland because of the spectacular battles waged there during the Last War, but they are also found near ancient battle sites that time and nature have all but hidden from the world. They also lurk in the ruins of castles and fortresses abandoned after the fall of the Dhakaani Empire.

RAGEWALKERS IN FAERÛN

If ragewalkers exist on Faerûn, they are typically found wherever living spells have formed (see the living spell entry on page 91). They might inhabit ancient Netherese ruins, regions where the millennia-old Orc-gate Wars and Crown Wars once raged, and sites of more recent battles (see Chapter 6: History in the *Forgotten Realms Campaign Setting* for suggestions).

A RAGEWALKER'S TROUPE

Ragewalkers are often accompanied by one to three living spells. The DM can choose these from those available in his game or roll randomly once, twice, or three times on the table below. ("*Eberron CS*" refers to the *Eberron Campaign Setting;* "*MMIII*" is this book.)

d%	Living Spell	CR	Source
01–05	Living burning hands	1	*Eberron CS*
06–15	Sickening sleep	2	*MMIII*
16–45	Glitterfire	6	*MMIII*
46–75	Living cloudkill	7	*Eberron CS*
76–95	Chilling fog	9	*MMIII*
96–100	Living blasphemy	13	*MMIII*

RAKSHASA, AK'CHAZAR

Medium Outsider (Native)
Hit Dice: 17d8+68 (144 hp)
Initiative: +9
Speed: 40 ft. (8 squares), fly 40 ft. (average)
Armor Class: 28 (+5 Dex, +13 natural), touch 15, flat-footed 23
Base Attack/Grapple: +17/+19
Attack: Claw +19 melee (1d4+2)
Full Attack: 2 claws +19 melee (1d4+2) and bite +14 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pain wave, rebuke undead (+6, 2d6+26, 20th), spell-like abilities, spells
Special Qualities: Change shape, damage reduction 15/good and piercing, darkvision 60 ft., outsider traits, spell resistance 31
Saves: Fort +14, Ref +15, Will +14
Abilities: Str 15, Dex 20, Con 18, Int 19, Wis 19, Cha 22
Skills: Bluff +30, Concentration +24, Diplomacy +24, Disguise +16 (+18 acting), Escape Artist +25, Gather Information +16, Hide +20, Intimidate +22, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +24, Move Silently +20, Sense Motive +14, Spellcraft +26, Spot +24, Survival +4 (+6 other planes), Use Rope +5 (+7 bindings)
Feats: Combat Casting, Improved Initiative, Spell Focus (enchantment), Spell Focus (necromancy), Silent Spell, Still Spell
Environment: Temperate mountains
Organization: Solitary or entourage (1 plus undead; see below)
Challenge Rating: 15
Treasure: Standard coins; double goods; double items
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +5

A tall, emaciated figure with the head of a white tiger glares at you. Its body is cloaked in fine robes, and its clawed hands seem ready to dip into the numerous spell component pouches at its waist at a moment's notice.

Ak'chazar rakshasas wander the planes seeking new lands to subjugate and new undead minions to enslave. These rakshasas are masters of necromantic magic, although they are powerful in the other schools of magic as well. Ak'chazar rakshasas typically work behind the scenes, manipulating events to suit their dark whims and relying on their web of spies, assassins, and intelligent undead to carry out their nefarious plots.

Ak'chazar rakshasa

Illus. by D. Allsop

An ak'chazar rakshasa looks like a humanoid with the head of a white tiger. A light coating of ghostly white fur coats the creature's body from the shoulders down, and its hands display razor-sharp nails, like a cat's claws. The palms of its hands are where the backs of the hands would be on a human. An ak'chazar rakshasa stands around 6 feet tall and weighs about 175 pounds.

Ak'chazar rakshasas do associate with other rakshasas, often as leaders or manipulators. Other types of rakshasas value an ak'chazar's intelligence even as they fear its abilities. It is not uncommon for weaker rakshasas to follow the complex plans of an ak'chazar even as they go about their own missions. All rakshasas tend toward solitary existences, but communication and coordination between the various kinds is not unheard of.

An ak'chazar rakshasa typically establishes a power base at the site of a great battle, a large cemetery, or some other place where a large number of corpses might be interred. It uses its power over undead to create several intelligent undead minions. Thereafter, it might make contact with a local underworld organization (almost always through intermediaries) or even a corrupt or power-hungry political official. It will play with these leaders, offering them advice, power, or riches as it learns their habits and defining characteristics. Then the ak'chazar uses its *magic jar* spell-like ability to replace one of these leaders for a time, using the borrowed body to solidify its hold on the region.

Ak'chazar rakshasas speak Common, Infernal, and Undercommon.

COMBAT

In battle, an ak'chazar rakshasa avoids a close-quarters combat situation whenever it can. Pragmatic and cautious, it feels no need to personally deliver a death blow, relying on minions or their spells to carry out such tasks. These rakshasas take care to learn their enemies' strengths and weaknesses, and they use their magic accordingly.

Change Shape (Su): An ak'chazar rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, an ak'chazar rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). An ak'chazar rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but an ak'chazar rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Pain Wave (Su): Three times per day for 1 round per Hit Dice, an ak'chazar rakshasa can emit an aura of negative energy as a free action. Every creature within 20 feet of an ak'chazar rakshasa when it activates the ability is subject to an *inflict moderate wounds* spell (caster level 20th) and becomes shaken for 1d6+1 rounds. Creatures within the area can make a DC 24 Will save for half damage (and to ignore the shaken effect). The save DC is Charisma-based.

Rebuke Undead (Su): An ak'chazar rakshasa can rebuke and command undead as a 20th-level cleric. An ak'chazar rakshasa can make up to nine rebuke attempts per day.

Spell-Like Abilities: 3/day—*animate dead*; 2/day—*control undead* (DC 23), *create undead*; 1/day—*create greater undead*, *magic jar* (DC 21), *trap the soul* (DC 24). Caster level 20th.

Spells: An ak'chazar rakshasa casts spells as a 12th-level sorcerer. It favors spells of the necromancy and enchantment schools.

Typical Sorcerer Spells Known (6/8/8/7/7/6/4): 0—*daze* (DC 17), *detect magic*, *disrupt undead* (+22 ranged touch), *mage hand*, *open/close*, *prestidigitation*, *ray of frost* (+22 ranged touch), *read magic*, *touch of fatigue* (+19 melee touch, DC 17); 1st—*charm person* (DC 18), *chill touch* (+19 melee touch, DC 18), *mage armor*, *magic missile*, *ray of enfeeblement* (+22 ranged touch); 2nd—*blindness/deafness* (DC 19), *daze monster* (DC 19), *false life*, *mirror image*, *touch of idiocy* (+19 melee touch); 3rd—*halt undead* (DC 20), *lightning bolt* (DC 19), *ray of exhaustion* (+22 ranged touch, DC 20), *suggestion* (DC 20); 4th—*charm monster* (DC 21), *confusion* (DC 21), *enervation* (+22 ranged touch); 5th—*dominate person* (DC 22), *teleport*; 6th—*disintegrate* (+22 ranged touch, DC 22).

Skills: Ak'chazar rakshasas have a +4 racial bonus on Bluff, Diplomacy, and Intimidate checks.

TACTICS ROUND-BY-ROUND

An ak'chazar rakshasa rarely travels alone. It is usually accompanied by various undead created by *animate dead*, *create undead*, and *create greater undead* (see sidebar). An ak'chazar rakshasa is a wise deceiver, so it should know a great deal about its opponents before a battle begins. The creature uses its rebuke undead ability to keep its nonintelligent servants under control, and often strikes bargains with the intelligent undead it creates to serve the rakshasa in return for power or other, less savory considerations.

Once combat is joined, an ak'chazar rakshasa lets its undead minions do the dirty work of melee fighting while it focuses on dealing with any ranged attackers. It often attacks from hiding, and when its hiding place is discovered, it usually takes the time to find a new hiding spot before resuming its attack. In battle, its spells are an ak'chazar rakshasa's best weapons, and the creature is well aware of its limitations in melee.

An ak'chazar rakshasa is always careful to keep a *teleport* spell (technically, the 5th-level spell slot needed to cast the spell) in reserve in case a quick getaway is necessary.

Prior to combat: Mage armor; mirror image.

Round 1: Trap the soul on an opponent that it believes to have a low Will save.

Round 2: Disintegrate spellcasting foe, or *dominate person* on another low Will save target, directing that individual to attack any of its companions.

Round 3: Use offensive spell; focus on keeping at least some bodies intact for later experiments or the creation of new undead.

Round 4: Repeat offensive spells, or use *magic jar* on target with low Will save. When using *magic jar* in combat in this way, an ak'chazar rakshasa often issues a standing order for one of its undead lieutenants to destroy the gem holding the opponent's soul as soon as the spell is successful.

Round 5: Continue with offensive spells, either using *enervation* to eliminate opponents' high-level spells, or readying *magic missile* attacks to disrupt enemy spellcasting.

AK'CHAZAR RAKSHASAS IN EBERRON

Many of the Lords of Dust are actually ak'chazar rakshasas. They sequester themselves in foreboding strongholds beneath the Demon Wastes, although some have made lairs closer to the heart of civilization on Khorvaire. At least one ak'chazar rakshasa operates from within the Great Crag in central Droaam, lending his services and undead minions to the Daughters of Sora Kell in exchange for special favors too terrible to ponder.

AK'CHAZAR RAKSHASAS IN FAERÛN

Ak'chazar rakshasas often make their lairs in places where wars, famines, and plagues grant access to plenty of corpses for their necromantic experiments. Most keep a low profile; however, a pair of ak'chazar rakshasas is believed to operate in the city of Unthalass, currently occupied by the Mulhorandi army. They also have operatives stirring up unrest in the Chessentan cities of Cimbar, Luthcheq, and Soorenar.

SAMPLE AK'CHAZAR ENTOURAGES

Most ak'chazar rakshasas travel with an entourage of undead. You can create your own array of undead (up to 20 HD), or you can roll or select from those given on the table below. The EL for any of these entourage encounters is 15 (the same as encountering an ak'chazar alone).

d%	Entourage
01–10	10 human commoner zombies
11–20	6 ghouls and 2 ghasts
21–35	5 shadows and 1 wraith
36–50	4 wraiths
51–65	3 troglodyte zombies and 1 mummy
66–80	2 ettin skeletons
81–90	1 troll skeleton and 1 mohrg
91–100	1 ogre zombie and 1 devourer

RAKSHASA, NAZTHARUNE

Medium Outsider (Native)
Hit Dice: 11d8+44 (93 hp)
Initiative: +9
Speed: 40 ft. (8 squares)
Armor Class: 24 (+5 Dex, +5 natural, +4 mithral shirt), touch 15, flat-footed 19
Base Attack/Grapple: +11/+13
Attack: Short sword +17 melee (1d6+2/19–20); or claw +16 melee (1d4+2); or composite shortbow (+2 Str bonus) +16 ranged (1d6+2/×3)
Full Attack: Short sword +15/+10/+5 melee (1d6+2/19–20) and short sword +15 melee (1d6+1/19–20); or 2 claws +16 melee (1d4+2); or composite shortbow (+2 Str bonus) +16/+11/+6 ranged (1d6+2/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Detect thoughts, sneak attack +6d6
Special Qualities: Change shape, damage reduction 15/good and piercing, darkvision 60 ft., evasion, hide in plain sight, improved evasion, improved uncanny dodge, outsider traits, shadow jump, spell resistance 21, uncanny dodge
Saves: Fort +11, Ref +12, Will +7
Abilities: Str 14, Dex 20, Con 18, Int 15, Wis 11, Cha 15
Skills: Balance +21 , Bluff +20* , Diplomacy +4 , Disguise +20* (+22* acting), Escape Artist +19 , Hide +19 , Intimidate +4 , Jump +8 , Listen +14 , Move Silently +19 , Search +16 , Spot +14 , Survival +0 (+2 following tracks), Tumble +21, Use Rope +5 (+7 bindings)
Feats: Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)
Environment: Warm marshes
Organization: Solitary or pair
Challenge Rating: 11
Treasure: Standard plus mithral shirt
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +5

This being is garbed in dark clothing. Its body seems mostly human except for a luxurious coat of black fur and its black, tigerlike head.

Illus. by W. Reynolds

While some theorize that rakshasas are the very embodiment of evil, those rare few who have survived an encounter with the deadly naztharune know it as fact. Like other rakshasas, the palms of a naztharune rakshasa's hands are where the backs of the hands would be on a human. While this physical feature doesn't detract from the creature's manual dexterity, it makes a rakshasa look very disturbing to those unfamiliar with the creature.

Naztharune rakshasas, like most rakshasas, tend to be solitary creatures but will work with other rakshasas when necessary and even team up with other naztharunes on a continuing basis. They sometimes work as infiltrators and spies for ak'chazar rakshasas, and they sometimes hire themselves out to other creatures as mercenaries or assassins. Naztharune rakshasas have a hearty contempt for all creatures except other rakshasas, but they can suppress this feeling when it profits them to do so. Unlike most of their rakshasa brethren, naztharune rakshasas feel less of a need to be "the boss" in every operation. They are much more mercenary in their desires and needs.

A naztharune rakshasa is about the same height and weight as an elf (5 feet tall, 100 pounds).

Naztharune rakshasas speak Common, Infernal, and Undercommon.

COMBAT

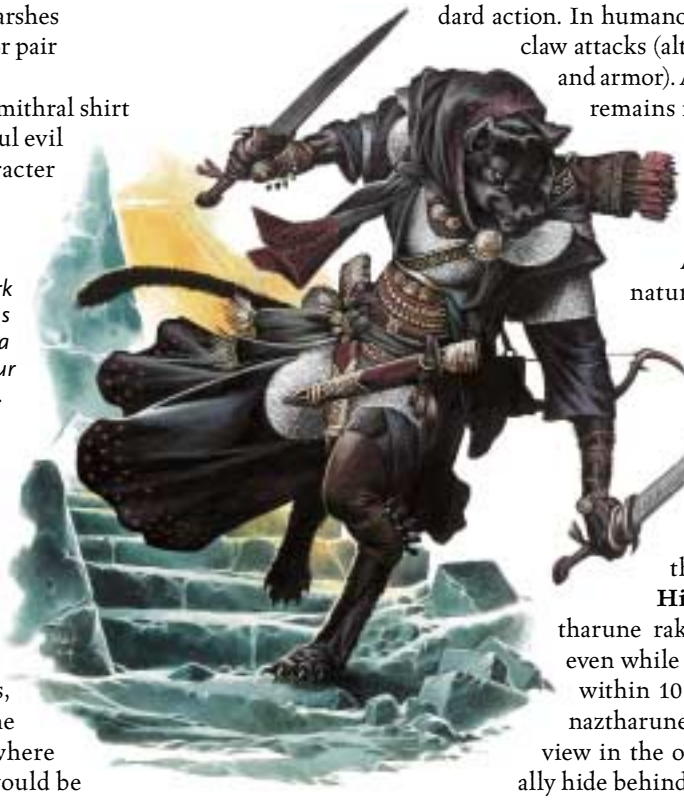
Unlike their spellcasting cousins, a naztharune rakshasa enjoys sneaking up on a target and killing it in close combat. Whenever possible, it uses allies to distract opponents and maneuver into flanking situations.

Detect Thoughts (Su): A naztharune rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 17 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A naztharune rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a naztharune loses its claw attacks (although it usually uses weapons and armor). A naztharune rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but a naztharune reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Evasion (Ex): If a naztharune rakshasa is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Hide in Plain Sight (Su): A naztharune rakshasa can use the Hide skill even while being observed. As long as it is within 10 feet of some sort of shadow, a naztharune rakshasa can hide itself from view in the open without anything to actually hide behind. It cannot, however, hide in its own shadow.



Naztharune rakshasa

Improved Evasion (Ex): This ability works like evasion, except that while a naztharune rakshasa still takes no damage on a successful Reflex save against spells such as a *fireball* or a breath weapon, it now takes only half damage on a failed save.

Improved Uncanny Dodge (Ex): A naztharune rakshasa cannot be flanked except by a rogue of at least 15th level.

Shadow Jump (Su): A naztharune rakshasa has the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A naztharune can jump up to 20 feet each day in this way; this can be a single jump of 20 feet or two jumps of 10 feet each.

Sneak Attack (Ex): If a naztharune rakshasa can catch an opponent when he is unable to defend himself effectively from its attack, it can strike a vital spot for extra damage. Basically, the naztharune rakshasa's attack deals extra damage any time its target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the naztharune rakshasa flanks its target. This extra damage is 1d6 points at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the naztharune rakshasa score a critical hit with a sneak attack, this extra damage is not multiplied.

Uncanny Dodge (Ex): A naztharune rakshasa can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even when caught flat-footed.

Skills: A naztharune rakshasa has a +4 racial bonus on Bluff checks and Disguise checks.

*When using change shape, a naztharune rakshasa gains an additional +10 circumstance bonus on Disguise checks. If it is reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

TACTICS ROUND-BY-ROUND

A naztharune rakshasa generally attacks from ambush. Naztharunes sometimes work in pairs to maximize their flanking and sneak attack opportunities. They avoid fighting constructs, undead, and other creatures against whom they cannot use their sneak attack.

Prior to Combat: Hide and *detect thoughts* to monitor approach of victims.

Round 1: Spring from the shadows, attack a living creature with a short sword, and deal sneak attack damage.

Round 2: Move and hide again. If unable to hide (due to a *daylight* spell or other reason), full attack.

Round 3: Move and hide again. If unable to hide (due to a *daylight* spell or other reason), full attack. If moderately injured, shadow jump to safety and flee. Repeat round 3 tactics until combat ends.

NAZTHARUNE RAKSHASAS AS CHARACTERS

Naztharune rakshasa characters possess the following racial traits.

— +4 Strength, +10 Dexterity, +8 Constitution, +4 Intelligence, +4 Charisma.

—Medium size.

—A naztharune rakshasa's base land speed is 40 feet.

—Darkvision out to 60 feet.

—Racial Hit Dice: A naztharune rakshasa begins with eleven levels of outsider, which provide 11d8 Hit Dice, a base attack bonus of +11, and base saving throw bonuses of Fort +7, Ref +7, and Will +7.

—Racial Skills: A naztharune rakshasa's outsider levels give it skill points equal to 14 × (8 + Int modifier). Its class skills are Balance, Bluff, Disguise, Escape Artist, Hide, Listen, Move Silently, Search, Spot, and Tumble. A naztharune has a +4 racial bonus on Bluff checks and Disguise checks, and it can gain further bonuses by using change shape (+10 on Disguise checks) and detect thoughts (+4 on Bluff and Disguise checks).

—Racial Feats: A naztharune rakshasa's outsider levels give it four feats.

— +5 natural armor bonus.

—Natural Weapons: 2 claws (1d4).

—Detect Thoughts (Su): The save DC is 15 + the character's Cha modifier.

—Special Qualities (see above): Change shape, damage reduction 15/good and piercing, darkvision 60 ft., evasion, hide in plain sight, improved evasion, improved uncanny dodge, shadow jump, spell resistance 21 + class levels, uncanny dodge.

—Automatic Languages: Common, Infernal. Bonus Languages: Sylvan, Undercommon.

—Favored Class: Rogue. Naztharune rakshasas also automatically qualify for the assassin prestige class.

—Level adjustment +5.

NAZTHARUNE RAKSHASAS IN EBERRON

Naztharune rakshasas are loyal servants of the great rakshasa rajahs imprisoned in Khyber below the Demon Wastes. They work their master's evil abroad, eliminating threats to the Lords of Dust and spying on their enemies from the shadows. Naztharune rakshasas often work in pairs and have toadies and minions scattered throughout Khorvaire, most of them mid- to high-ranking members of thieves guilds.

NAZTHARUNE RAKSHASAS IN FAERÛN

Most naztharune rakshasas serve the ak'chazar rakshasas as spies and assassins. A pair of ak'chazar rakshasas operating in Unther has sent naztharune agents to stir up unrest in neighboring Chessenta, most notably in the cities of Cimbar, Luthcheq, and Soorenar. These naztharune rakshasas have already compromised several local guilds and eliminated key politicians and merchants in an attempt to turn the Chessentan cities' hatred of one another into open war. Naztharune rakshasas have also been encountered in cities as far west as Waterdeep and Calimport, in some cases pursuing their own agendas.

REDCAP

You see a very short, tough-looking old man with leathery skin, iron boots, and bright red hat. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

Redcaps are the most evil fey you're ever likely to meet. They are mass-murdering psychotic killers who live on other creatures' pain. A redcap stands 3 to 4 feet tall, weighs about 50 pounds, and looks like a tough old man with protruding teeth. On their heads redcaps wear bright red hats—kept fresh and moistly colored by dipping in their victims' blood—and on their feet they wear boots of iron.

Redcaps prefer to roost in old abandoned keeps and towers, preferably ones left vacant by some horrific tragedy. These fey absorb some of the essence of every creature they kill. Thanks to this ability, a redcap that manages to live a long life can amass tremendous strength and near invulnerability. When a redcap dies, it vanishes from the world, leaving only a single tooth behind.

Redcaps speak Common and Sylvan.

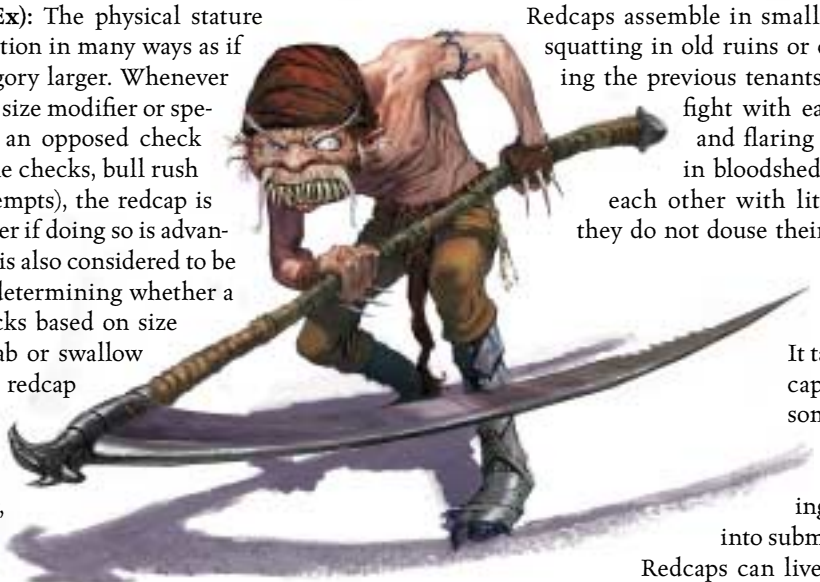
COMBAT

Redcaps prefer to attack from ambush, usually waiting until their intended victims are preparing to settle in for the evening. Brutal combatants, redcaps attack without mercy, opening up combat with their slings and magic stones but quickly closing to finish opponents with their wicked scythes.

A redcap normally attacks using its Power Attack feat, taking a –2 penalty on its attack rolls and gaining a +2 bonus on damage rolls (+4 if using a scythe).

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.



Redcap

ELDER REDCAP

The elder redcap entry represents a redcap that has advanced to 12 HD by slaying victims and absorbing their essence (see Advancement, below).

Combat

An elder redcap fights in a similar manner to the younger version, relying on ambush whenever possible. It is capable of tracking weak or wounded prey for miles, waiting until the intended victims let down their guard.

ADVANCEMENT

After a redcap has slain a victim, it dips its cap into the victim's blood, thereby gradually gaining strength and power. This ability is reflected in special rules for advancement that apply only to redcaps. For each additional Hit Die a redcap has, it gains +1 Strength, +1 Dexterity, and +1 Constitution as well as the normal benefits for advancing in Hit Dice. For every 2 additional Hit Dice, an advanced redcap gains +1 natural armor. The redcap's damage reduction also improves as its Hit Dice increase, as indicated on the table below.

Redcap's Total HD	Natural Armor	Damage Reduction	CR
5–6	+2	5/cold iron	3
7–8	+3	5/cold iron	4
9–10	+4	10/cold iron	6
11–12	+5	10/cold iron	7
13–14	+6	10/cold iron	8
15–16	+7	15/cold iron	10
17–18	+8	15/cold iron	11
19–20	+9	15/cold iron	12

SOCIETY

Redcaps assemble in small bands, occasionally squatting in old ruins or caves after slaughtering the previous tenants. Redcaps argue and fight with each other constantly, and flaring tempers often result in bloodshed. They will massacre each other with little provocation, but they do not douse their hats in each other's blood, fearful that some curse will be visited upon them. It takes one or more redcap elders to maintain some semblance of control over a group, essentially bullying the younger redcaps into submission.

Redcaps can live up to 150 years, although they typically die at a much younger age. They are asexual creatures that propagate by budding.

Illus. by R. Lemen

	Young Redcap Small Fey	Elder Redcap Small Fey
Hit Dice:	4d6+8 (22 hp)	12d6+72 (114 hp)
Initiative:	+5	+9
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12	21 (+1 size, +5 Dex, +5 natural), touch 16, flat-footed 16
Base Attack/Grapple:	+2/+4	+6/+12
Attack:	Medium scythe +3 melee (2d4+7/×4)* or Medium sling +4 ranged (1d6+3)	Medium scythe +11 melee (2d4+13/×4)* or Medium sling +13 ranged (1d6+7)
Full Attack:	Medium scythe +3 melee (2d4+7/×4)* or Medium sling +4 ranged (1d6+3)	Medium scythe +11/+6 melee (2d4+13/×4)* or Medium sling +13 ranged (1d6+7)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Eldritch stone, powerful build	Eldritch stone, powerful build
Special Qualities:	Damage reduction 5/cold iron, low-light vision	Damage reduction 10/cold iron, low-light vision
Saves:	Fort +3, Ref +5, Will +5	Fort +10, Ref +13, Will +9
Abilities:	Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13	Str 22, Dex 21, Con 22, Int 11, Wis 12, Cha 13
Skills:	Hide +13, Intimidate +9, Listen +9, Move Silently +9, Spot +9, Survival +9	Hide +24, Intimidate +16, Listen +18, Move Silently +20, Spot +18, Survival +16
Feats:	Improved Initiative, Power Attack	Alertness, Cleave, Improved Initiative, Power Attack, Track
Environment:	Temperate hills	Temperate hills
Organization:	Solitary, gang (3 or 5), or band (7, 9, or 11)	Solitary, gang, (1 plus 2 or 4 young redcaps), or band (2 plus 3, 5, 7, or 9 young recaps)
Challenge Rating:	2	7
Treasure:	1/2 coins only (plus 1 redcap tooth)	1/2 coins only (plus 1 redcap tooth)
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	5–20 HD (Small)	13–20 HD (Small)
Level Adjustment:	+4	+4

*Includes adjustments for Power Attack feat.

A redcap buds once or twice in its lifetime, carrying each bud on its back like a hump for six months before it falls off and sprouts a head and limbs. A newborn redcap must fend for itself immediately and quickly develops a ravenous and foul demeanor. It grows to its full size within a year after its birth.

Redcaps have their own elaborately interwoven superstitions. They believe rivers contain water spirits that can snatch their souls, so they bathe only in still water. Dubious of even-numbered quantities, they always travel in odd-numbered groups, and no redcap will carry an even number of coins in its pouch. Redcaps are not devout creatures, but redcaps who live near human settlements sometimes worship Erythnul, the god of slaughter. Redcap adepts are rare, and redcap clerics rarer still.

REDCAP'S TOOTH

When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

Faint transmutation; CL 6th; cannot be made; Price 1,000 gp.

REDCAPS IN EBERRON

Murderous gangs of redcaps prowl the hills of Khorvaire as far west as the foothills of the Byeshk Mountains in Droaam and as far east as the foothills of the Hoarfrost Mountains in the Lhazaar Principalities. Redcaps are found in considerable numbers in the Mror Holds, where they display a particularly fiendish hatred for dwarves. Redcaps that spend their days hunting dwarves near the Goradra Gap refer to themselves as "dwarfsplitters."

REDCAPS IN FAERÛN

Redcaps are found throughout Faerûn, although they are a particular nuisance to the halflings of Luiren. In many halfling fairy tales, redcaps are described as halflings who were cursed with murderous rage as punishment for some dreadful act of betrayal. However, these tales are nothing more than whimsy.

REJKAR

Large Outsider (Cold)
Hit Dice: 5d8+15 (37 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 17 (–1 size, +0 Dex, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +5/+12
Attack: Gore +7 melee (1d8+4 or Powerful Charge 1d8+4 plus 2d6)
Full Attack: Gore +7 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Freezing gaze, spell-like abilities
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., *heroes' feast*, immunity to cold, outsider traits, vulnerability to fire
Saves: Fort +7, Ref +4, Will +6
Abilities: Str 17, Dex 10, Con 16, Int 20, Wis 15, Cha 15
Skills: Bluff +10, Concentration +11, Craft (armorsmithing) +13, Craft (carpentry) +13, Craft (weaponsmithing) +13, Diplomacy +14, Disguise +2 (+4 acting), Hide +4, Intimidate +12, Listen +10, Move Silently +8, Search +15, Sense Motive +12, Spot +12, Survival +2 (+4 following tracks)
Feats: Ability Focus (freezing gaze), Combat Expertise, Powerful Charge[B]
Environment: Nine Hells of Baator (Cania)
Organization: Solitary, pair, or herd (3–12)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 6–15 HD (Large)
Level Adjustment: +6

This powerfully muscled stag is covered in thick white fur. Crooked black antlers spring from its head.

Rejkar

Illus. by F. Tsai

The rejkars are a race of creatures that resemble a caribou or stag but can freeze a target solid with a single glance. Native to Baator, rejkars originally made their home on the frigid layer of Cania, but they are not devils. The creatures loathe the baatezu and their kin, and many have found their way to the arctic regions of other planes to seize new territory and power. They dream someday of turning these conquests into a power base from which they can seize all of Cania.

Typically, rejkars appear to the leader of an arctic civilization, promising to turn their magical powers to the benefit of the tribe. They create food for the starving, aid in craftwork, and even share visions of future events. Over time, the leader becomes dependent on the "mystic caribou" that aid him, and the rejkars control the entire tribe through its leader. Soon, the tribe uses weapons crafted by the rejkars to turn against its neighbors, and thus more mortals are brought under the monsters' control.

A rejkar is almost 8 feet long and stands 6 feet tall at the shoulder. It weighs approximately 2,000 pounds.

Rejkars speak Abyssal, Common, Dwarven, Giant, Goblin, and Infernal.

COMBAT

When facing foes more threatening than a typical tribesman, a rejkar commands any minions it has under its sway to attack, inflaming their battle lust with magic. When a rejkar must fight, it uses its gaze to disable as many enemies as possible before charging the hardiest with a powerful gore.

A rejkar's natural weapons are treated as magic for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*crushing despair* (DC 16), *fabricate*, *rage*; 3/day—*major image* (DC 15); 1/week—*augury*. Caster level 5th.

Freezing Gaze (Su): Rejkars have a dangerous gaze attack with a range of 30 feet. Any creature affected by the gaze freezes in place, completely motionless as a layer of ice crystals forms over its body (Fortitude DC 16 negates). Every round after being frozen, the creature can attempt a new saving throw to end the effect. A creature that succeeds on the saving throw is immune to that particular rejkar's gaze for 24 hours.

Creatures with resistance or immunity to cold are unaffected by the freezing gaze. Heat can melt the ice crystals; if 5 or more points of fire damage are dealt to a frozen creature, the effect ends. A rejkar can suppress or resume its gaze attack as a free action on its turn. The save DC is Charisma-based and includes a +2 bonus for the Ability Focus feat.

Heroes' Feast (Sp): Once per week, three rejkars working together can create a *heroes' feast* (caster level 11th). The creatures usually use this reward as an incentive for their pawns.

Skills: A rejkar has a +2 racial bonus on Search, Spot, and Sense Motive checks.

REJKARS IN EBERRON

In the Eberron campaign setting, rejkars hail from the icy plane of Risia. Herds of rejkars inhabit the Frostfell, and a lone rejkar is sometimes encountered in the cold tundra of northeastern Khorvaire.

ROPER, PRISMATIC

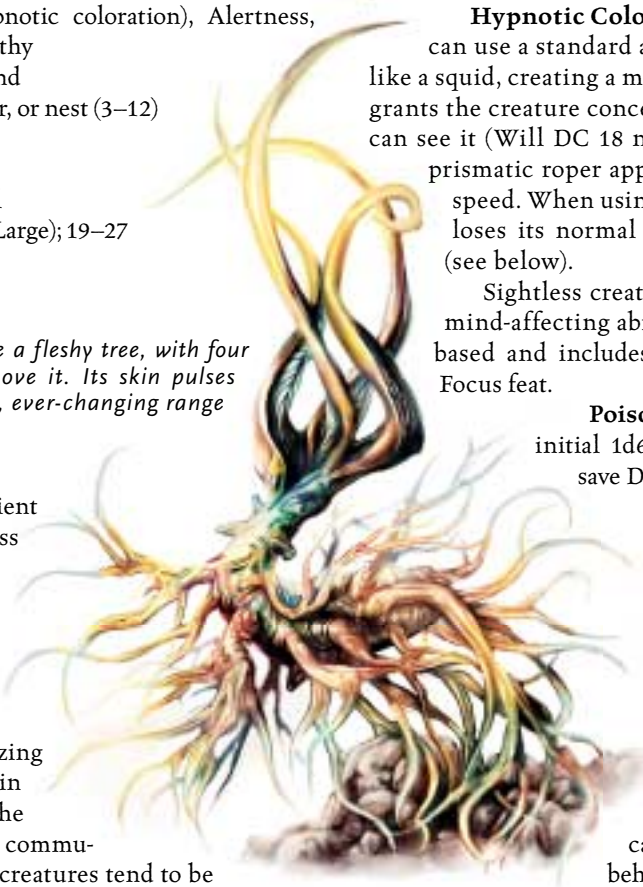
Large Aberration
Hit Dice: 9d8+27 (67 hp)
Initiative: +6
Speed: 10 ft. (2 squares)
Armor Class: 22 (–1 size, +2 Dex, +11 natural), touch 11, flat-footed 20
Base Attack/Grapple: +6/+16
Attack: Tentacle +11 melee (1d6+6 plus poison)
Full Attack: 4 tentacles +11 melee (1d6+6 plus poison)
Space/Reach: 10 ft./20 ft.
Special Attacks: *Color spray*, hypnotic coloration, poison
Special Qualities: Darkvision 60 ft., tremorsense 60 ft.
Saves: Fort +6, Ref +5, Will +7
Abilities: Str 22, Dex 15, Con 17, Int 4, Wis 12, Cha 15
Skills: Hide +4*, Listen +7, Move Silently +8, Spot +3
Feats: Ability Focus (hypnotic coloration), Alertness, Improved Initiative, Stealthy
Environment: Underground
Organization: Solitary, pair, or nest (3–12)
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment: —

This large creature looks like a fleshy tree, with four tentacles waving gently above it. Its skin pulses and dances with a hypnotic, ever-changing range of colors.

The prismatic roper is a patient predator that lurks in the less deep regions of an underground environment. It has the ability to change its skin color rapidly, like a squid, which allows it to blend into a rocky landscape or produce a mesmerizing array of colors that draws in prey. Prismatic ropers are the bane of many underground communities, since nests of these creatures tend to be located along heavily traveled paths.

A prismatic roper subsists primarily on small cave animals, which are easily drawn in by the prismatic roper's coloration, but it also preys on larger humanoids. It is slow and ponderous when walking, only doing so to move to new hunting ground, but it is lightning-quick with its tentacles when a creature comes too close. Like an ordinary roper, a prismatic roper stands 9 feet tall and weighs 2,200 pounds.

Unlike ordinary ropers, prismatic ropers do not understand or speak any language. They communicate among themselves by rapidly changing their skin colors.



Prismatic roper

COMBAT

A prismatic roper lurks in the darkness and uses its tremorsense to locate approaching creatures. If not severely outnumbered, it uses its hypnotic coloration to lure prey close before lashing out with its tentacles and injecting its paralytic poison. It will direct a *color spray* toward the largest cluster of opponents, but only if they are within easy reach once they become fascinated by its effect. If approached by larger or more numerous foes, a prismatic roper blends into the background and tries to remain hidden, unless a creature approaches within its tentacle reach. Once its prey is paralyzed, it will squeeze the life out of the creature before bringing it to its mouth, which is located on the top of its head.

Color Spray (Sp): 3/day—*color spray* (DC 13). Caster level 9th. The save DC is Charisma-based.

Hypnotic Coloration (Ex): A prismatic roper can use a standard action to change colors rapidly like a squid, creating a mesmerizing display. This effect grants the creature concealment and fascinates all who can see it (Will DC 18 negates). Those fascinated by a prismatic roper approach the creature at walking speed. When using this ability, a prismatic roper loses its normal racial bonus on Hide checks (see below).

Sightless creatures are not affected. This is a mind-affecting ability. The save DC is Charisma-based and includes a +2 bonus from the Ability Focus feat.

Poison (Ex): Injury, Fortitude DC 17, initial 1d6 Dex, secondary paralysis. The save DC is Constitution-based.

Skills: *Prismatic ropers gain a +20 racial bonus on Hide checks in underground areas due to their camouflaged hide.

PRISMATIC ROPERS IN EBERRON

Creations of the daelkyr (see the *Eberron Campaign Setting*, page 278), prismatic ropers guard tunnels and caverns near illithid enclaves, beholder hives, and the lairs of other evil aberrations.

PRISMATIC ROPERS IN FAERÛN

Prismatic ropers inhabit the Upperdark near the Deep Reach. Some sages believe that prismatic ropers were created centuries ago to guard the Vault of Conjured Madness and have been slowly spreading out from that location ever since.

Illus. by L. Minnis

ROT REAVER

Medium Aberration
Hit Dice: 10d8+20 (65 hp)
Initiative: +6
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 19 (+2 Dex, +7 natural), touch 12, flat-footed 17
Base Attack/Grapple: +7/+9
Attack: +1 *cleaver* +11 melee (1d6+3/×4)
Full Attack: +1 *cleaver* +9/+4 melee (1d6+3/×4) and +1 *cleaver* +9 melee (1d6+2/×4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Cleaver mastery, rebuke undead (+3, 2d6+13, 10th), wound rot
Special Qualities: Animate dead, darkvision 60 ft., drain unlife, immunity to energy drain
Saves: Fort +7, Ref +5, Will +8
Abilities: Str 15, Dex 14, Con 15, Int 7, Wis 12, Cha 16
Skills: Climb +10, Listen +6, Sense Motive +4, Spot +6
Feats: Great Fortitude, Improved Initiative, Two-Weapon Fighting, Weapon Focus (handaxe)
Environment: Any
Organization: Solitary or entourage (1 plus 1d4 human commoner zombies)
Challenge Rating: 6
Treasure: Standard plus two +1 *cleavers*
Alignment: Usually neutral evil
Advancement: 11–20 HD (Medium); 21–30 HD (Large)
Level Adjustment: —

This apelike creature is completely hairless, and cancerous blemishes and strange disfigurements cover its thick, yellow-green flesh. Two thick tongues, dripping with black ichor, protrude from the thing's mouth. Each one winds around one of the creature's thick arms, looping down the limb to lick the blades of the cleavers that it wields.

Rot reavers crave the taste of undead flesh, gaining sustenance from the consumption of the foul energies that animate the undead. While a creature that hunts and consumes undead might be seen as a boon to civilized creatures, the rot reaver remains a menace to living creatures as well. Although a rot reaver is willing to destroy and consume existing undead, it gains greater pleasure and more fulfilling sustenance from killing living creatures, animating them as undead thralls, and then feasting on their necromantic energy.

Rot reaver

A rot reaver looks like a squat, hairless ape with short hind legs and long, powerful arms. It walks about on all fours in apelike fashion, but rises onto its hind legs to fight. Even when running, it holds two magical cleavers in its hands. A rot reaver stands about 4 feet tall when walking on all fours, and rises to a height of just over 6 feet when standing. It weighs about 250 pounds. A rot reaver's most disturbing feature is its twin tongues which loop around the creature's arms and hang far enough down to lick the blades of the creature's cleavers. Looped around the creature's arms as they are, the tongues follow the movement of the cleavers, and any time a rot reaver strikes something with a cleaver, it attempts to lick the wound with the accompanying tongue, causing wound rot (see below).

When a rot reaver touches a living creature with one of its cancerous tongues after it has wounded the creature, it drains some of the creature's health and vitality away. At the same time, it transfers some of the necromantic energy that suffuses its own body into its victim. Should a creature struck by the tongue die within 24 hours, the rot reaver can animate it as an undead creature. Although they eventually consume any creature that they animate, rot reavers are smart enough to keep some of their undead creations around as minions.

Bred and warped by magic, rot reavers were created to serve in some long-lost mage war, perhaps designed to counter the undead legions of some powerful group of necromancers. That they have outlived the record of their creators and the war for which they were bred proves the power of their perverted form of life.

Rot reavers gain no sustenance from incorporeal undead, but they still attempt to control or destroy such creatures in the event of a chance meeting.

Rot reavers speak Common.

COMBAT

A brutal and formidable opponent, a rot reaver charges into battle and smashes its cleavers into its foes. Although it gains sustenance from undead flesh, a rot reaver's greatest joy comes from the destruction and reanimation of living creatures. Even the most voracious rot reaver is smart enough to preserve some of the creatures it animates as minions, and it sends these creatures into battle to soften up its opponents. If possible, a rot reaver will isolate one opponent, bring that individual down with the help of its undead minions, and then animate that foe immediately while its undead servitors move on to the next opponent.

When pressed, a rot reaver does not hesitate to use its drain unlife ability on its own undead minions, slashing away at the undead creature with its cleavers and gaining strength as it does so.

Illus. by D. Ormston

Cleaver Mastery (Ex): A rot reaver's cleavers are identical in appearance to *+1 handaxes*—except that in a reaver's hands, these cleavers deal quadruple damage on a critical hit (rather than a handaxe's triple damage).

Rebuke Undead (Su): A rot reaver can rebuke undead as an evil cleric of 10th level. The creature can control any undead of 5 Hit Dice or less when it successfully affects the undead with its rebuke ability, and it can command up to 10 Hit Dice worth of undead at any one time.

Wound Rot (Su): Any time a rot reaver damages a living creature with one of its cleavers in melee, it can immediately make a touch attack with one of its black, cancerous tongues (attack bonus +9). If the touch attack succeeds, the creature takes 1 point of Constitution damage and becomes vulnerable to the rot reaver's animate dead ability.

Creatures immune to ability damage are immune to this special attack.

Animate Dead (Su): As a standard action, a rot reaver can animate any dead creature within 60 feet that was affected by its wound rot ability within the last 24 hours. Creatures animated by a rot reaver rise as zombies.

A rot reaver can animate a number of Hit Dice of creatures equal to its own Hit Dice. Any attempt to animate a creature whose HD would cause this limit to be exceeded automatically fails. These animated undead are under the command of the rot reaver, and they do not count against the total number of Hit Dice of undead that a rot reaver can control using its rebuke undead ability.

Drain Unlife (Su): Any time a rot reaver damages an undead creature with one of its cleaver attacks, it heals a number of hit points equal to the damage dealt.

Immunity to Energy Drain (Su): Rot reavers are immune to energy drain attacks.

Skills: A rot reaver has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

NECROTHANE

Medium Aberration
Hit Dice: 20d8+80 (170 hp)
Initiative: +6
Speed: 20 ft. in full plate (4 squares), climb 15 ft. in full plate; base speed 40 ft., base climb 20 ft.
Armor Class: 28 (+1 Dex, +7 natural, +9 *+1 full plate*, +1 Two-Weapon Defense feat), touch 11, flat-footed 27
Base Attack/Grapple: +15/+18
Attack: *+1 cleaver* +20 melee (1d6+4/×4)
Full Attack: *+1 cleaver* +18/+13/+8 melee (1d6+4/×4) and *+1 cleaver* +18 melee (1d6+2/×4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Cleaver mastery, rebuke undead (+4, 2d6+24, 20th), wound rot
Special Qualities: Animate dead, darkvision 60 ft., drain unlife, immunity to energy drain
Saves: Fort +12, Ref +8, Will +14
Abilities: Str 17, Dex 15, Con 19, Int 12, Wis 14, Cha 18

Necrothane rot reaver

Illus. by D. Ormston

Skills: Climb +6, Diplomacy +6, Listen +25, Sense Motive +25, Spot +25
Feats: Combat Expertise, Extra Turning, Great Fortitude, Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (handaxe)
Environment: Any
Organization: Solitary or entourage (1 plus 1d4 troglodyte zombies)
Challenge Rating: 12
Treasure: Standard plus *+1 full plate* and two *+1 cleavers*
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: —

At first glance, this creature looks like an ape in jet-black armor. Twin tongues, dripping with disgusting ichor, snake from its helmeted head and loop around its armored arms.

Necrothanes are the vicious, malevolent champions of the rot reaver species. Physically, a necrothanes resembles its rot reaver brethren, but its apelike form is encased in a magical suit of jet-black full plate armor. With its powerful combat options and its ability to create numberless hordes of undead, a necrothane is a danger capable of wiping out entire communities of living creatures. Because it is smart enough to realize that its depredations are likely to draw the attention of powerful adventurers, a necrothane usually prepares several escape routes and

seeks out magic items that allow it to make a speedy exit should the need arise.

Rarely, a necrothane enters into a unholy pact with a necromancer or a cabal of evil priests. These spellcasters provide the necrothane with magical equipment and living victims, and the necrothane in turn gives these spellcasters an easy way to raise and maintain an army of zombie minions.

Combat

A necrothane approaches combat much as an ordinary rot reaver does, but its ability to command greater numbers of undead allows them to employ more sophisticated tactics. Typically, a necrothane remains hidden in some secret location, commanding its undead minions to bring it living creatures to animate and consume.

Cleaver Mastery (Ex): A necrothane's cleavers are identical in appearance to *+1 handaxes*—except that in a necrothane's hands, these cleavers deal quadruple damage on a critical hit (rather than a handaxe's triple damage).

Rebuke Undead (Su): A necrothane can rebuke undead as an evil cleric of 20th level. The creature can control any undead of 10 Hit Dice or less when it successfully affects the undead with its rebuke ability, and it can command up to 20 Hit Dice worth of undead at any one time.

Wound Rot (Su): Any time a necrothane damages a living creature with one of its cleavers in melee, it can immediately make a touch attack with one of its black, cancerous tongues (attack bonus +18). If the touch attack succeeds, the target takes 1 point of Constitution damage and becomes vulnerable to the necrothane's animate dead ability.

Creatures immune to ability damage are immune to this special attack.

Animate Dead (Su): As a standard action, a necrothane can animate any dead creature within 60 feet that was affected by its wound rot ability within the last 24 hours. Creatures animated by a necrothane rise as zombies.

A necrothane can animate a number of Hit Dice of creatures equal to its own Hit Dice. Any attempt to animate a creature whose HD would cause this limit to be exceeded automatically fails. These animated undead are under the command of the necrothane, and they do not count against the total number of Hit Dice of undead that a necrothane can control using its rebuke undead ability.

Drain Unlife (Su): Any time a necrothane damages an undead creature with one of its cleaver attacks, it heals a number of hit points equal to the damage dealt.

Energy Drain Immunity (Su): Necrothanes are immune to energy drain attacks.

Skills: A necrothane has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ALTERNATIVE ROT REAVER ENTOURAGES

To add variety to your rot reaver or necrothane encounters, roll on the table below to determine the undead entourage that accompanies the creature.

d6	Rot Reaver Entourage	Necrothane Entourage
1	1d4 kobold zombies	1d3 bugbear zombies
2	1d2 troglodyte zombies	1d2 ogre zombies
3	1 bugbear zombie	1 wyvern zombie
4	1 ogre zombie	1 gray render zombie
5	4d4 human commoner zombies*	4d4 troglodyte zombies*
6	1d3+1 troglodyte zombies*	1d4+1 ogre zombies*

*A rot reaver or necrothane can command a maximum number of Hit Dice of animated undead equal to its own Hit Dice (10 for a rot reaver or 20 for a necrothane). The additional undead given in these entries are controlled with the creature's rebuke undead ability.

ROT REAVERS AND RELIGION

Rot reavers occupy an odd place in the religious belief systems of many cultures. Followers of death or undeath-related deities such as Wee Jas, the Keeper and the Undying Court (Eberron), or Kelemvor (Forgotten Realms) believe rot reavers were created as a punishment and a scourge against evil undead. Those religions that believe in the creation of undead sometimes fight against the rot reavers but more often use the abominable creatures as a threat to keep their creations in line.

Some believe that rot reavers have their own religion devoted to death, darkness, and negative energy. If so, their clerics' abilities certainly stack with their own natural ability to rebuke undead and these clerical rot reavers must be fearsome indeed.

ROT REAVERS IN EBERRON

Rot reavers are foul creations of the daelkyr. Speculation abounds concerning the reasons for their creation. The daelkyr may have bred rot reavers to deal with some growing undead menace or to deal with vampire cabals and liches determined to learn their secrets, or they may have been experimenting with fell negative energies seeping into Eberron from the plane of Mabar, the Endless Night.

Rot reavers prowl the caverns and passageways of Khyber, occasionally finding their way into the dungeons and warrens below ruined fortresses across Khorvaire. They are also drawn to locations where Mabar is coterminous with Eberron, toward portals and gates suffused with negative energy.

ROT REAVERS IN FAERÛN

A secret cabal of undead spellcasters called the Twisted Rune created the first rot reavers. More accurately, rot reavers are the work of three allied Runecasters—the leaders of the cabal. Runecaster Rhangaun, a thousand-year-old human lich living in Calimshan, has more than one rot reaver necrothane guarding his phylactery. Sapphiraktar the Blue, the only dracolich Runecaster, uses rot reavers to replenish the undead guardians in its subterranean lair and clear out surrounding areas of the Underdark. The identity of the third Runecaster remains hidden.

RUNEHOUND

Medium Aberration
Hit Dice: 5d8+15 (37 hp)
Initiative: +2
Speed: 50 ft. (10 squares)
Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +3/+8
Attack: Bite +8 melee (2d6+5) or vile spew +5 ranged touch (see text)
Full Attack: Bite +8 melee (2d6+5) or vile spew +5 ranged touch (see text)
Space/Reach: 5 ft./10 ft.
Special Attacks: Vile spew
Special Qualities: Damage reduction 5/silver, extended reach, fast healing 3, psychic scent, uncanny blindsight
Saves: Fort +4, Ref +5, Will +5
Abilities: Str 20, Dex 14, Con 17, Int 5, Wis 12, Cha 8
Skills: Hide +5, Move Silently +3, Spot +5, Survival +1 (+21 when tracking*), Swim +5
Feats: Combat Reflexes, Lightning Reflexes, Track[B]
Environment: Temperate marshes
Organization: Solitary, pair, or pack (3–8)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral evil
Advancement: 6–9 HD (Medium); 10–14 HD (Large)
Level Adjustment: —

Runehound

The creature before you looks like a large, hairless wolf. Its pale, slimy skin is covered with bizarre, abstract tattoos. As it moves forward, you see that it has no head; instead, a long, serpentine neck extends from the middle of its back, terminating in a grotesquely oversized maw filled with multiple rows of teeth. Though it has no eyes, the mouth unerringly whips around to face you, spewing forth a jet of acidic bile.

A runehound's slick skin is pale and mottled, although keepers often tattoo garish patterns on their runehounds. A runehound can be up to 6 feet long and 3-1/2 feet tall at the shoulder, and can weigh up to 360 pounds.

Runehounds have a limited language using clicks and squeals, which is virtually impossible for humanoids to reproduce. Most understand Undercommon, though they cannot speak it.

COMBAT

Runehounds are cunning and tenacious creatures. If an enemy does not possess ranged weapons, a runehound will attempt to use its speed to flank its opponents, staying out of reach while using its acidic spew to injure its foes. Against a foe with ranged weapons, the hound will use its sticky spew against the strongest ranged combatant and then close as quickly as possible. It makes maximum use of its reflexes and extended reach, striking out against any creature that moves through its threatened space.

Vile Spew (Ex): A runehound can produce two noxious substances that it can spit with tremendous force. It can emit a stream of acid that deals 1d6 points of damage for every Hit Die the runehound possesses (5d6 for a typical specimen), with a DC 15 Reflex save halving this damage. Alternatively, it can spit a glob of glutinous goo that acts as a single-target *web* spell; a DC 15 Reflex save negates the effect. Both attacks have a range of 100 feet, require a successful ranged touch attack, and can be used once every 1d4 rounds. The save DC is Constitution-based.

Extended Reach (Ex): The serpentine neck of a runehound is long and powerful, giving the creature a reach of 10 feet with its bite attack; this reach also allows it to threaten a 10-foot-radius area. Because of the flexibility of its neck, the runehound can attack adjacent foes with no penalty.

Psychic Scent (Su): A runehound tracks by following psychic trails and aura traces. It gains a +20 bonus on all Survival checks made to track. *It does not receive this bonus against mindless creatures or creatures shielded against mental effects.

Uncanny Blindsight (Su): Runehounds are blind but perceive their surroundings with their psychic senses. This ability provides a runehound with blindsight out to 500 feet. In addition, a runehound cannot be flanked.

RUNEHOUNDS IN EBERRON

Runehounds serve the daelkyr, the dolgaunts, and the Cults of the Dragon Below. Independent packs can occasionally be found in Khyber, the Shadow Marches, and the Eldeen Reaches. In daelkyr and dolgaunt armies, runehounds serve as trackers and living artillery.

Illus. by R. Garres

SALT MUMMY

Medium Undead
Hit Dice: 12d12 plus 48 (126 hp)
Initiative: –1
Speed: 30 ft. (6 squares)
Armor Class: 18 (–1 Dex, +19 natural), touch 9, flat-footed 18
Base Attack/Grapple: +6/+13
Attack: Slam +9 melee (2d6+17 plus dehydrating impact)*
Full Attack: Slam +9 melee (2d6+17 plus dehydrating impact)*
Space/Reach: 5 ft./5 ft.
Special Attacks: Dehydrating impact
Special Qualities: Darkvision 60 ft., fast healing 10, undead traits, unholy toughness, water weakness
Saves: Fort +4, Ref +3, Will +8
Abilities: Str 27, Dex 8, Con —, Int 6, Wis 10, Cha 16
Skills: Hide +7, Listen +9, Move Silently +7, Spot +9
Feats: Alertness, Cleave, Improved Natural Weapon (slam), Improved Toughness, Power Attack
Environment: Underground
Organization: Solitary, pair, or cluster (5–9)
Challenge Rating: 8
Treasure: Standard
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: +6
*Includes adjustments for Power Attack feat.

This humanoid figure is mummified, desiccated, and so encrusted with salt that it is impossible to determine its original race. Despite its mineral encrustation, it lurches forward, reaching eagerly.

Illus. by L. Parrillo

Salt mummy

Salt mummies are preserved corpses of ancient humanoids who were accidentally buried too close to veins of white, brittle salt. Of course, salt alone is not sufficient to suffuse a body with undead vigor; often, such a creature has taken a great sin with it to its subterranean grave, the horror of which eventually creates a linkage to the Negative Energy Plane.

A salt mummy is usually encountered by miners working a new deposit. It appears at first to be nothing more than an old, salt-rimed corpse. If the miners continue to dig it out, eventually the mummy becomes animate and waits until it is almost dug free. The shuddering crack as a salt mummy breaks away from a salt vein is a dreadful thing to hear.

A salt mummy stands around 6 feet tall and weighs about 180 pounds.

Some salt mummies know Common, but many more know only the ancient language they spoke when living, a language now long dead.

COMBAT

In melee combat, a salt mummy delivers a powerful blow, but worse than that, its salt-encrusted body is supernaturally arid.

A salt mummy normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls.

Dehydrating Impact (Su): Each time a salt mummy touches a living creature, the creature must make a DC 19 Fortitude save or take 4d6 points of damage as moisture is evaporated from its body. This impact is especially devastating to plants and creatures with the water subtype (such as water elementals), which take 4d8 points of damage. Even on a successful save, a creature still loses moisture, taking half damage. The save DC is Charisma-based.

Water Weakness: All water deals damage to a salt mummy as if it were holy water.

Unholy Toughness (Ex): A salt mummy gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

SALT MUMMIES IN EBERRON

Clerics of the Blood of Vol sometimes seal the corpses of slain assassins, corrupt officials, and criminals in caskets packed with salt in hopes of spurring the transformation of those corpses into salt mummies. Most salt mummies, however, are found underground—the remains of evil adventurers, goblinoids, and other humanoid creatures killed in Khyber and ravaged by the salt deposits.

SALT MUMMIES IN FAERÛN

Salt mummies haunt some of the larger salt caverns under Faerûn, most notably in the Buried Realms near the dwarf ruins of Tethyamar (under Anauroch), Deep Raurin (beneath the Raurin Desert), and the Darklands (especially near the troglodyte warrens of Traaskl Thorog, located under Chessenta).

SEA TIGER

Huge Animal
Hit Dice: 10d8+30 (75 hp)
Initiative: +1
Speed: 20 ft. (4 squares), swim 50 ft.
Armor Class: 19 (–2 size, +1 Dex, +10 natural), touch 9, flat-footed 18
Base Attack/Grapple: +7/+19
Attack: Bite +9 melee (2d8+4) or claw +9 melee (1d6+4)
Full Attack: Bite +9 melee (2d8+4) and 2 claws +4 melee (1d6+2)
Space/Reach: 15 ft./10 ft.
Special Attacks: —
Special Qualities: Blindsight 100 ft., hold breath, low-light vision
Saves: Fort +10, Ref +8, Will +5
Abilities: Str 19, Dex 13, Con 17, Int 2, Wis 14, Cha 8
Skills: Hide +6, Swim +12
Feats: Endurance, Improved Bull Rush, Power Attack, Run
Environment: Any aquatic
Organization: Solitary, pair, or pod (5–20 plus 20% noncombatants)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 11–20 HD (Huge)
Level Adjustment: —

This long, streamlined creature has a striped, leathery hide with a dorsal fin like a killer whale or a dolphin. Unlike a fish, it has four muscular legs ending in webbed claws. Long fangs jut from between rows of sharp teeth.

Sea tigers are aquatic mammals similar to sea lions and walruses. They hunt anything they can catch, including fish, birds, and animals foolish enough to stray too close to the shore. Sea tigers can often be seen on rocky shorelines, sunning themselves in large family groups.

Sea tigers have the intelligence of dogs and wolves, and they can be trained much the same way.

The biggest, strongest member, regardless of gender, leads a sea tiger pod. A pod includes females (half as many as males) and young (half as many as females).

A typical sea tiger is about 20 feet long and weighs 3 tons.

Sea tiger

COMBAT

Sea tigers circle their opponents and rush in individually until an opponent either flees or dies.

Blindsight (Ex): A sea tiger emits high-frequency sounds inaudible to other creatures that allow it to locate objects and creature within 120 feet. A *silence* spell negates this and forces the sea tiger to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A sea tiger can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills: A sea tiger has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Carrying Capacity: A light load for a sea tiger is up to 700 pounds; a medium load, 701–1,400 pounds; and a heavy load, 1,401–2,100 pounds.

SEA TIGER ANIMAL COMPANIONS AND SPECIAL MOUNTS

Druids of 10th level or higher can select sea tiger animal companions. Apply a –9 adjustment to the druid's level for purposes of determining the companion's characteristics and special abilities (as described in The Druid's Animal Companion sidebar, page 36 of the *Player's Handbook*). A ranger's effective druid level, for purposes of gaining a sea tiger animal companion, is half his ranger level.

A paladin of 9th level or higher can select a sea tiger as his special mount. Apply a –4 adjustment to the paladin's level for purposes of determining the mount's characteristics and special abilities (as described in The Paladin's Mount sidebar, page 45 of the *Player's Handbook*).

SEA TIGERS IN EBERRON

Some coast-dwelling people domesticate and raise sea tigers, using them as mounts and training them to herd schools of fish into their nets. The largest pods of sea tigers prowl the coastlines of the Lhazaar Principalities, occasionally competing with dragon turtles for food.

Illus. by D. Bircham

SERYULIN

This large, sluglike creature measures nearly 9 feet long from its tooth-filled maw to the end of its glistening tail. Its body is a pale green, the color of wave crests, and covered with long, thin, undulating cilia that seem to move of their own accord. Two antennae sprout from the top of its blunted head, probing the air.

The amphibious seryulins live near coastal areas, hunting for fish and small water-dwelling mammals on which to feed. Using their sluglike antennae and sensitive cilia to find prey, they make deadly hunters.

Many sentient aquatic races befriend or enslave seryulins to use as both land- and water-based mounts. The surprise advantage gained by riding a seryulin out of the water and into a land battle is often significant, since many foes underestimate a seryulin's land speed until they see the creature in action.

An undomesticated seryulin spends most of its time hunting. An omnivore, it primarily goes after seals, large fish (including sharks), and its favorite prey: sahuagin.

An average seryulin measures between 8 and 10 feet in length and weighs between 900 and 1,200 pounds. Seryulins do not speak but can understand Aquan.

Illus. by A. Stokes

Seryulin

COMBAT

Seryulins use their speed to great advantage in combat. Aware that most opponents will underestimate them, seryulins have been known to lure prey to them by floundering in shallow water, feigning a beached state. Once engaged in battle, seryulins typically activate their sticky spray before moving in to use slam attacks.

Seryulin riders take advantage of the painful toxin secreted by a seryulin's cilia to wear down foes. Once a victim has been struck by the cilia, the rider typically withdraws his mount for a round or two (into the water if possible) and lets the toxin do its work.

Pain Toxin (Ex): Any living creature struck by a seryulin's slam attack is exposed to a substance secreted by the cilia around its upper body. Contact with this substance causes the target excruciating pain, and the target takes an additional 1d6 points of damage in the round after being struck. Damage reduction does not apply to this effect. Creatures with immunity to poison are immune to a seryulin's pain toxin.

Sticky Spray (Ex): Once per day, a seryulin can use a standard action to expel a 20-foot-radius burst of viscous goo from its body. Any creature in the area becomes entangled and must succeed on a DC 17 Reflex save or become glued to the ground, unable to move. A flying creature is not stuck to the ground, but it must succeed on the save or be unable to fly and fall to the ground. Seryulins, as well as their riders, are unaffected by the sticky spray. The save DC is Constitution-based.

A creature stuck to the ground can break free by making a DC 20 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape the stuff off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that scored the hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell.

The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* dissolves enough goo to free one creature immediately.

Can't Be Tripped (Ex): A seryulin's body shape makes it impossible for a foe to trip the creature. Any trip attempts against the seryulin automatically fail, as if the opponent had failed to win the opposed Strength check.

Slick (Ex): A slippery, quick-dissolving substance secreted by a seryulin's body makes it (and its rider) immune to any effect that usually impedes movement, such as paralysis, *slow*, a tanglefoot bag, or the seryulin's own sticky spray, much like the effect of a *freedom of movement* spell.

Unlike with the *freedom of movement* spell, however, a seryulin does not automatically succeed on any grapple check made to resist a grapple or pin attempt, although it does gain a +4 bonus on grapple checks to escape a grapple, and it has a +8 racial bonus on Escape Artist checks.

Skills: A seryulin has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

A seryulin also has a +8 racial bonus on Escape Artist checks due to its slick body (see above).

	Seryulin Large Aberration (Aquatic)	Greater Seryulin Huge Aberration (Aquatic)
Hit Dice:	10d8+20 (65 hp)	21d8+84 (178 hp)
Initiative:	+5	+4
Speed:	50 ft. (10 squares), swim 50 ft.	50 ft. (10 squares), climb 20 ft., swim 50 ft.
Armor Class:	20 (+1 Dex, –1 size, +10 natural), touch 10, flat-footed 19	22 (+1 Dex, –2 size, +13 natural), touch 9, flat-footed 21
Base Attack/Grapple:	+7/+16	+15/+32
Attack:	Slam +12 melee (1d8+5 plus pain toxin)	Slam +23 melee (2d6+9 plus pain toxin)
Full Attack:	2 slams +12 melee (1d8+5 plus pain toxin) and bite +9 melee (1d6+2)	2 slams +23 melee (2d6+9 plus pain toxin) and bite +20 melee (1d8+4)
Space/Reach:	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	Pain toxin, sticky spray	Pain toxin, sticky spray
Special Qualities:	Amphibious, blindsense 30 ft., can't be tripped, damage reduction 5/ piercing or slashing, darkvision 60 ft., resistance to acid 10, slick	Amphibious, blindsense 30 ft., can't be tripped, damage reduction 5/piercing or slashing, darkvision 60 ft., resistance to acid 10, slick
Saves:	Fort +5, Ref +6, Will +9	Fort +13, Ref +10, Will +14
Abilities:	Str 20, Dex 12, Con 14, Int 8, Wis 14, Cha 13	Str 28, Dex 12, Con 18, Int 8, Wis 14, Cha 13
Skills:	Escape Artist +9, Listen +9, Spot +8, Swim +13	Escape Artist +9, Listen +14, Spot +14, Swim +17
Feats:	Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (slam)	Cleave, Great Fortitude, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (slam)
Environment:	Underground	Underground
Organization:	Solitary or clutch (2–4)	Solitary or clutch (2–4)
Challenge Rating:	7	10
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	11–20 HD (Large)	22–30 HD (Huge)
Level Adjustment:	+4 (cohort)	+4 (cohort)

Carrying Capacity: A light load for a seryulin is up to 400 pounds; a medium load, 401–800 pounds; and a heavy load, 801–1,200 pounds. A seryulin's carrying capacity is calculated as if it were a quadruped.

GREATER SERYULIN

Particularly large specimens of seryulins are found in remote coastal areas that have plentiful food supplies. These greater seryulins are capable of taking on whales and dire sharks if the need arises.

Combat

The save DC for a greater seryulin's sticky spray (DC 24) is adjusted for its greater number of Hit Dice and higher Constitution score.

Sticky Spray (Ex): Once per day, a greater seryulin can use a standard action to expel a 20-foot-radius burst of viscous goo from its body. Any creature in the area becomes entangled and must succeed on a DC 24 Reflex save or become glued to the ground, unable to move. A flying creature is not stuck to the ground, but it must succeed on the save or be unable to fly and fall to the ground. Greater seryulins, as well as their riders, are unaffected by the sticky spray. The save DC is Constitution-based.

Carrying Capacity: A light load for a greater seryulin is up to 2,400 pounds; a medium load, 2,401–4,800 pounds; and a heavy load, 4,801–7,200 pounds. A greater seryulin's carrying capacity is calculated as if it were a quadruped.

SERYULINS IN EBERRON

The daelkyr created the first seryulins to serve as aquatic mounts. When the Gatekeeper druids trapped the daelkyr in Khyber, many daelkyr-created aberrations—including the seryulins—became independent, true-breeding species. Tritons inhabiting the Straits of Shargon occasionally use seryulins as mounts, and undomesticated seryulins prowl the stormy coastal waters of northern Xen'drik as well as the cavernous, subterranean seas of Khyber. Most of the seryulins encountered in Khyber are former servants or cohorts of the daelkyr, and they are typically greater specimens.

SERYULINS IN FAERÛN

Seryulins populate the Glimmersea. Kuo-toa clerics from the Holy Mother Cauldron use them as mounts, as do a number of other Underdark races living in and around the Glimmersea. Specimens have also been encountered as far west as the Giant's Chalice, challenging the vampiric squids that claim the subterranean lake for their own.

SHIFTER

Shifter, 1st-Level Warrior
Medium Humanoid (Shapechanger)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14
Base Attack/Grapple: +1/+2
Attack: Battleaxe +2 melee (1d8+1/×3) or throwing axe +2 ranged (1d6+1)
Full Attack: Battleaxe +2 melee (1d8+1/×3) or throwing axe +2 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Shifting 1/day (longtooth)
Special Qualities: Shifter traits
Saves: Fort +3, Ref +1, Will –1
Abilities: Str 13, Dex 13, Con 12, Int 8, Wis 9, Cha 6
Skills: Balance +2, Climb +2, Jump +2, Listen +1, Spot +1
Feats: Alertness
Environment: Temperate plains
Organization: Solitary, gang (2–4), pack (5–12 plus 30% noncombatants plus 2 3rd-level elders and 1 chief of 5th–8th level)
Challenge Rating: 1/2
Treasure: None
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +0

This lithe humanoid assumes a crouched posture, springing and leaping nimbly as it walks. It has bestial features, including a wide, flat nose, large eyes and heavy eyebrows, pointed ears, a wild mane of hair, and long sideburns. A somewhat menacing half-smile reveals sharp incisors.

Shifters, sometimes called "the weretouched," are descended from humanoids and natural lycanthropes. Shifters cannot fully change shape but can take on animalistic features—a state they call shifting. Shifters have evolved into a unique race that breeds true. They have a distinct culture with its own traditions and identity.

Shifters' personalities are influenced by their animal natures. Many are boorish and crude, while others are quiet, shifty, and solitary. Just as most lycanthropes are carnivores, shifters have a predatory personality and think of most activities in terms of hunting and prey. They view life as a challenge, striving to be self-reliant, adaptable, and resourceful.

A typical shifter stands about 5 feet 3 inches tall and weighs 140 pounds. Shifters speak Common and often learn the languages of their neighbors in the wilderness and rural areas where they live, including Elven, Gnome, Halfling, and Sylvan.

COMBAT

Shifters are aggressive and feral in their approach to combat. When they feel superior to their opponents, they often stalk them like prey, remaining concealed until they can strike with surprise. They avoid stronger opponents but fight wildly if they are forced to.

Shifting (Su): A shifter can tap into his lycanthropic heritage to gain short bursts of physical power. Once per day, a shifter can enter a state that is superficially similar to a barbarian's rage. Each shifter has one of six shifter traits—a characteristic that manifests when he is shifting. Each shifter trait provides a +2 bonus to a physical ability score (Strength, Dexterity, or Constitution) and grants some other advantage as well.

Shifting is a free action and lasts for a number of rounds equal to 3 + the shifter's Con modifier. (If a shifter trait or other effect increases the shifter's Con modifier, use the newly improved modifier.) A shifter can take feats to improve this ability (see Shifter Feats, below). Every shifter feat a shifter takes increases the duration of shifting by 1 round. For every two shifter feats a shifter takes, the number of times per day he can tap into the ability increases by one. So, a shifter with two shifter feats can shift two times per day (instead of the usual one), and each use of the ability lasts for a number of rounds equal to 5 (instead of 3) + the shifter's Con modifier.

SHIFTER FEATS

The following feats are available only to shifter characters. For additional shifter feats, see Chapter 3: Heroic Characteristics in the *Eberron Campaign Setting*.

Extra Shifter Trait [Shifter]

You manifest a second shifter trait while shifting.

Prerequisites: Shifter, two other shifter feats.

Benefit: Select a second shifter trait from those described in the Shifter Traits section. You manifest all the benefits of the second trait except for the temporary bonus to an ability score.

Healing Factor [Shifter]

When your current period of shifting ends, you heal a limited amount of damage.

Prerequisites: Shifter, Con 13.

Benefit: When you stop shifting, you immediately heal a number of hit points equal to your character level. This benefit does not occur if you die (at –10 hit points) before the period of shifting ends.

Shifter Defense [Shifter]

By delving into your shifter heritage, you have developed the ability to ignore a little damage from every attack.

Prerequisites: Shifter, two other shifter feats.

Benefit: While shifting, you gain damage reduction 2/silver.

Shifter Instincts [Shifter]

Your heritage has given you sharp senses and quick reflexes, and you have learned to trust your equally sharp instincts.

Prerequisite: Shifter.

Benefit: You gain a +1 bonus on Listen, Sense Motive, and Spot checks, and a +2 bonus on initiative checks.

Shifting, though related to and developed from lycanthropy, is neither an affliction nor a curse. It is not passed on by bite or claw attacks, and a shifter can't be cured—shifting is a natural ability for the race.

The shifter warrior presented here has the following stats when shifted: Grp +3; Atk +3 melee (1d8+2/×3 , battleaxe) or +2 ranged (1d6+2, throwing axe); Full Atk +3 melee (1d8+2/×3, battleaxe) and –2 melee (1d6+1, bite); or +2 ranged (1d6+2, throwing axe); Str 15; Climb +3, Jump +3.

Shifter Racial Traits (Ex): All shifters have the following racial traits.

— +2 Dexterity, –2 Intelligence, –2 Charisma.

—Medium size.

—Shifter base land speed is 30 feet.

—Low-light vision.

— +2 racial bonus on Balance, Climb, and Jump checks.

—Automatic Languages: Common. Bonus Languages: Elven, Gnome, Halfling and Sylvan.

—Favored Class: Ranger.

The shifter warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

SHIFTER TRAITS

Each shifter has one special trait from among those described below.

Beasthide (Su): While shifting, a beasthide shifter gains a +2 bonus to Constitution and natural armor that provides a +2 bonus to AC.

Cliffwalk (Su): While shifting, a cliffwalk shifter gains a +2 bonus to Dexterity and has a climb speed of 20 feet.

Longstride (Su): While shifting, a longstride shifter gains a +2 bonus to Dexterity and a bonus of +10 feet to his base land speed.

Longtooth (Su): While shifting, a longtooth shifter gains a +2 bonus to Strength and grows fangs that can be used as a natural weapon, dealing 1d6 points of damage (plus an additional +1 for every four character levels he has) with a successful bite attack. He cannot attack more than once each round with his bite, even if his base attack bonus is high enough to give him multiple attacks. He can use his bite as a secondary attack (taking a –5 penalty on his attack roll) while wielding a weapon.

Razorclaw (Su): While shifting, a razorclaw shifter gains a +2 bonus to Strength and grows claws that can be used as natural weapons. These claws deal 1d4 points of damage (plus an additional +1 for every four character levels he has) with each successful attack. He can attack with one claw as a standard action or with two claws as a full attack action (as a primary natural weapon). He cannot attack more than once per round with a single claw, even if his base attack bonus is high enough to give him multiple attacks. He can attack with a claw as a light off-hand weapon while wielding a weapon in his primary hand, but all his attacks in that round take a –2 penalty.

Wildhunt (Su): While shifting, a wildhunt shifter gains a +2 bonus to Constitution and the scent ability. This ability allows the shifter to detect approaching enemies, sniff out hidden foes, and track by sense of smell. A wildhunt shifter can identify familiar odors just as a human does familiar sights.

A wildhunt shifter can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. These stronger scents block other scents, so they can sometimes be used to confuse or hamper this shifter trait.

When a wildhunt shifter detects a scent, the exact location of the source isn't revealed—only its presence somewhere within range. The shifter can take a move action to note the direction of the scent. Whenever the shifter comes within 5 feet of the source, he pinpoints the source's location.

While shifting, a wildhunt shifter who has the Track feat can follow tracks by smell, making Wisdom (or Survival) checks to find or follow a trail. The typical DC for a fresh trail is 10 (regardless of the surface that holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures producing the odor, and the age of the trail. For each hour that the trail grows cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Wildhunt shifters tracking by scent ignore the effects of surface conditions and poor visibility.

When not shifted, a wildhunt shifter gains a +2 bonus to Survival checks due to the lingering effects of the scent ability.

Shifter

SHIFTER SOCIETY

Shifters generally live among humans, elves, or sylvan creatures, not in settlements of their own. They prefer rural or wilderness regions, though significant numbers of them live in the slums of human cities, often grouping together into criminal gangs. Many shifters earn their way as trappers, hunters, fishers, trackers, guides, and military scouts.

Shifters usually congregate into family groups. These groups include about 30% noncombatants, primarily children. A few elders govern the pack, under the leadership of a chief who is usually the pack's oldest member. Some shifters are loners, preferring the solitude of the wilderness to human society or even the company of their own kind.

Most shifters are inclined toward druidic religion rather than the worship of a specific deity. They believe in the divine power of the earth itself, the elements, and the creatures of the earth.

Illus. by M. Cavotta

SHIMMERLING SWARM

Fine Fey (Swarm)
Hit Dice: 11d6+3 (41 hp)
Initiative: +6
Speed: 5 ft. (1 square), fly 50 ft. (perfect)
Armor Class: 24 (+8 size, +6 Dex), touch 24, flat-footed 18
Base Attack/Grapple: +5/—
Attack: Swarm (3d6)
Full Attack: Swarm (3d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Dazzling illumination, distraction
Special Qualities: Hive mind, immune to weapon damage, low-light vision, swarm traits
Saves: Fort +5, Ref +15, Will +11
Abilities: Str 1, Dex 22, Con 11, Int 7, Wis 15, Cha 18
Skills: Diplomacy +6, Hide +36, Listen +16, Move Silently +13, Sense Motive +9, Spot +16
Feats: Great Fortitude, Iron Will, Lightning Reflexes, Toughness
Environment: Temperate forests
Organization: Solitary, pack (2–4), or colony (5–8)
Challenge Rating: 8
Treasure: None
Alignment: Always chaotic neutral
Advancement: —
Level Adjustment: —

You spy a naked and glowing elfin creature only 4 inches tall balancing on a leaf, and as you watch, it spreads dragonfly wings. Suddenly thousands of these glowing fey fly up from nearby hiding spots, filling the air with a deep drone and a cacophony of high-pitched voices. They form a multihued cloud of light that surges toward you.

Illus. by E. Fiegenschuh

Shimmerlings are minuscule and nearly mindless fey that feed on pollen. Individually harmless, shimmerlings would be no more worrisome than sparrows but for their ability to swarm.

Shimmerlings form swarms when under great stress. Common triggers are a lack of food sources, loss of habitat, or overhunting by predators. Shimmerlings collect into swarms primarily to move the entire population to another location, but a swarm also develops an aggressive group intelligence that often seeks revenge on whatever it thinks caused the stress.

An individual shimmerling looks like a 4-inch tall elf with dragonfly wings. Its skin and hair are the same color as the glow it gives off, which can be any color of the rainbow. A shimmerling weighs 1 ounce.

Shimmerlings speak Sylvan.

Shimmerling swarm

COMBAT

A shimmerling swarm often flies around out of reach of foes to hypnotize them before singling out one to surround and attack. A shimmerling swarm deals 3d6 points of damage to any creature whose space it occupies at the end of its move.

Dazzling Illumination (Su): Each shimmerling in a shimmerling swarm glows in some color of the rainbow. When the members of a swarm concentrate this glow, the swarm sheds light equivalent to a *daylight* spell. This illumination dazzles any sighted creature within a 60-foot radius that has its eyes open, whether or not it is looking at the shimmerling swarm.

Furthermore, the swarm's display of light and movement is hypnotic. At the mere sight of an illuminated shimmerling swarm, a creature within 300 feet must succeed on a DC 19 Will save or be fascinated for as long as the swarm is in sight. Any potential threat allows another saving throw against the effect, and an obvious threat automatically frees the creature from the effect, as does vigorous shaking. A creature that succeeds on the saving throw is immune to that shimmerling swarm's hypnotic form for 1 minute. This is a mind-affecting ability. The save DC is Charisma-based.

A shimmerling swarm can activate or deactivate its dazzling illumination as a standard action. It cannot hide (automatically fails Hide checks) while shedding dazzling illumination.

Distraction (Ex): Any living creature vulnerable to a shimmerling swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Hive Mind (Ex): A shimmerling swarm that has at least 1 hit point per Hit Die (or 11 points for a standard shimmerling swarm) forms a hive mind, giving it an Intelligence score of 7. When a shimmerling swarm is reduced below this hit point threshold, its Intelligence score is reduced to 1. This change reduces its skill modifiers to the following values: Diplomacy +4, Hide +36, Listen +2, Move Silently +6, Sense Motive +2, Spot +2.

SHREDSTORM

Fine Construct (Swarm)
Hit Dice: 14d10 (77 hp)
Initiative: +6
Speed: Fly 90 ft. (perfect) (12 squares)
Armor Class: 24 (+8 size, +6 Dex), touch 24, flat-footed 18
Base Attack/Grapple: +10/—
Attack: Swarm (3d6 plus 2d6 electricity)
Full Attack: Swarm (3d6 plus 2d6 electricity)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, *lightning bolt*, penetration
Special Qualities: Construct traits, darkvision 60 ft., immunity to electricity, low-light vision, swarm traits
Saves: Fort +4, Ref +10, Will +4
Abilities: Str 6, Dex 22, Con —, Int —, Wis 11, Cha 10
Skills: —
Feats: —
Environment: Any
Organization: Solitary or division (2–5)
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

A swirling dark cloud of metal shrapnel spins through the air toward you, accompanied by a shrill grinding noise. Arcs of lightning flicker within the metallic swarm.

Shredstorm

A shredstorm is a swarm of thousands of bladed disks crackling with electricity. Each disk is a magically animated adamantine saw blade, roughly the size of a shuriken, spinning at tremendous speed. The magical ingredient in their creation that allows them to fly binds them together into a cohesive creature that can be commanded as one by its creator.

Shredstorms are constructs designed for use on the battlefield to breach enemy fortifications and eviscerate defenders. Commanders deploy them to rip through walls, opening a passage for allied troops, or else to simply slip into a castle and begin wiping out defenders from behind their lines.

Each individual disk that makes up a shredstorm is 4 inches in diameter and weighs about 2 ounces.

Shredstorms do not speak.

COMBAT

A shredstorm follows the commands of its creator if that individual is within 120 feet; if uncommanded, it follows its last orders to the best of its ability. Its creator can give it simple programs that the construct follows in its creator's absence, such as "Enter the fortress and attack anyone inside."

Due to its deadly nature and electrical aura, a shredstorm deals 4d6 points of damage plus 2d6 points of electricity damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature vulnerable to a shredstorm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 17 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Lightning Bolt (Su): A shredstorm can discharge part of its electrical aura in a blast of electricity that acts as a *lightning bolt* cast by a 14th-level caster (Reflex DC 17 half). A shredstorm requires 2d6 hours after each use of this ability to build its electrical levels back up to full strength; during this time, it deals only 1d6 points of electricity damage to those whose space it occupies. The save DC is Charisma-based.

Penetration (Ex): The swarm attack of a shredstorm is treated as an adamantine magic weapon for the purpose of overcoming damage reduction, and it strikes incorporeal creatures as a magic weapon does. When striking an object, a shredstorm ignores any hardness less than 20.

CONSTRUCTION

Creating the "body" of a shredstorm costs 15,000 gp for the adamantine blades. A successful DC 25 Craft (weaponsmithing) check is required to forge the blades from raw metal.

CL 13th; Craft Construct, *fly, geas/quest, greater magic weapon, lightning bolt, limited wish*, caster must be at least 13th level; Price 85,000 gp; Cost 50,000 gp + 2,800 XP.

Illus. by A. Waters

SHRIEKING TERROR

This creature looks like a nightmarish flying starfish. Five necks radiate out from a central core capped with wings. At the end of each neck is a hideously distorted humanlike head with scaly skin. The eyes in these heads burn with a menacing green flame.

Shrieking terrors originated as magically mutated vargouilles crossbred with hydras. These horrors possess the worst aspects of each parent creature, making them a hearty, multiheaded terror equipped with the vargouille's special attacks. Created for war and destruction, these monsters vigorously attack most creatures not native to Carceri. They have been known to act as advance troops for demodands in some of the many conflicts on Carceri.

Some vargouilles view these twisted creatures as repugnant abominations and attack them unmercifully if given a chance. Others revere them, almost to the point of worship.

Each of a shrieking terror's heads is slightly larger than a human head, about 18 inches across. The monster's features hint at a reptilian heritage. The central wings span nearly 8 feet. A shrieking terror weighs about 200 pounds.

Shrieking terrors speak Infernal.

COMBAT

A shrieking terror generally begins combat by using its shriek ability. It then selects a paralyzed foe as its first victim, and one or two heads kiss it while the other three or four either attack any active foes that come near, or use their shriek ability defensively.

A shrieking terror can be killed by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed, either at the body or at a head, before making the attack roll.) An opponent can strike at a shrieking terror's heads from any position in which he could strike at the shrieking terror's body, because the monster's heads writhe and whip about during combat. An opponent can ready an action to attempt to sunder a shrieking terror's head when the creature bites at him.

Each of a shrieking terror's heads has hit points equal to the creature's full normal hit point total divided by 10. For example, if a shrieking terror has 97 hit points, 9 or more points of damage severs a head (97 ÷ 10 = 9.7, rounded down to 9). Losing a head deals damage to the body equal to the head's full normal hit points. After a head is severed, a natural reflex seals the neck shut to prevent further blood loss. A shrieking terror can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A shrieking terror can never have more than ten heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent the stump from growing two new heads, at least 5 points of fire or acid damage must be dealt to the stump (requiring a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect (such as a *fireball* spell or dragon breath) may burn multiple stumps in addition to dealing damage to the shrieking terror's body. A shrieking terror does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A shrieking terror's body can be slain just like any other creature's, but shrieking terrors possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a shrieking terror's body, not to its heads. Targeted magical effects cannot sever a shrieking terror's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Shrieking terror

Kiss (Su): Each head of a shrieking terror can kiss a paralyzed target with a successful melee touch attack (attack bonus +12). An affected opponent must succeed on a DC 23 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes 1 point of Intelligence drain and 1 point of Charisma drain per hour (to a minimum score of 3 in each ability).

The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but

Illus. by R. Garres

	Five-Headed Terror Medium Aberration (Extraplanar)	Ten-Headed Terror Large Aberration (Extraplanar)
Hit Dice:	15d8+30 (97 hp)	20d8+80 (170 hp)
Initiative:	+8	+7
Speed:	Fly 40 ft. (good) (8 squares)	Fly 40 ft. (good) (8 squares)
Armor Class:	21 (+4 Dex, +7 natural), touch 14, flat-footed 17	24 (–1 size, +3 Dex, +12 natural), touch 12, flat-footed 21
Base Attack/Grapple:	+11/+12	+15/+24
Attack:	5 bites +16 melee (1d6+1 plus poison)	10 bites +20 melee (2d6+5 plus poison)
Full Attack:	5 bites +16 melee (1d6+1 plus poison)	10 bites +20 melee (2d6+5 plus poison)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Kiss, poison, pounce, shriek	Kiss, poison, pounce, shriek
Special Qualities:	Darkvision 60 ft., fast healing 5	Darkvision 60 ft., fast healing 10
Saves:	Fort +9, Ref +11, Will +12	Fort +12, Ref +11, Will +15
Abilities:	Str 13, Dex 18, Con 15, Int 5, Wis 12, Cha 8	Str 21, Dex 16, Con 19, Int 5, Wis 12, Cha 8
Skills:	Hide +7, Listen +5, Move Silently +6, Spot +14	Hide +2, Listen +5, Move Silently +5, Spot +19
Feats:	Combat Reflexes[B], Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Finesse, Weapon Focus (bite)	Combat Reflexes[B], Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Weapon Finesse, Weapon Focus (bite)
Environment:	Tarterian Depths of Carceri	Tarterian Depths of Carceri
Organization:	Solitary, cluster (2–5), or mob (6–11)	Solitary
Challenge Rating:	10	13
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	16–19 HD (Medium); 20–30 HD (Large)	21–30 HD (Large)
Level Adjustment:	—	—

to reverse the transformation requires a *remove disease* spell or similar effect. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 19 or be unable to heal the shrieking terror's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based.

Pounce (Ex): If a shrieking terror moves or charges a foe in a round, it can still make a full attack with all its heads at no penalty.

Shriek (Su): As a full-round action, a shrieking terror can open its distended mouths and let out a terrible sound. Anyone within 60 feet (except other shrieking terrors and vargouilles) that hears this shriek and can clearly see the creature must succeed on a DC 24 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks the target, moves out of range, or blocks the target's line of sight to it. A paralyzed creature is susceptible to the shrieking terror's kiss (see above). A creature that successfully saves cannot be affected again by the same terror's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus for each of its heads. (If a shrieking terror gains or loses heads, the save DC changes accordingly.)

Skills: A shrieking terror has a +2 racial bonus on Listen checks and Spot checks, thanks to its multiple heads. (This bonus is negated if the creature is reduced to one head.)

TEN-HEADED TERROR

Thankfully rare in the extreme, solitary ten-headed shrieking terrors have been reported by planar travelers. A ten-headed terror has a wingspan of 16 feet and weighs 1,600 pounds.

Combat

A ten-headed shrieking terror has a particularly nasty series of bite attacks, but its combat tactics are identical to the five-headed terror.

Kiss (Su): The save DC against a ten-headed-terror's kiss attack is 28.

Poison (Ex): The save DC against a ten-headed terror's poison is 24.

Shriek (Su): The save DC against a ten-headed terror's shriek is 34, including a +1 racial bonus for each of its ten heads.

SHRIEKING TERRORS IN EBERRON

To create these unspeakable horrors, mind flayer wizards captured vargouilles and hydras from Eberron and warped them into a single species on their home plane of Xoriat. The shrieking terrors were then released back into Eberron's ecology. Shrieking terrors are found in the dark caverns of Khyber, usually accompanied by mobs of sycophantic vargouilles eager to undergo similar transformation.

SIEGE CRAB

This massive crablike creature has four large pincers and six segmented legs. Its bright blue shell is covered with strange, glowing runes, and a round hatch is visible on the crustacean's underbelly.

The siege crab is a titanic crustacean that has been warped into a living amphibious war machine by powerful magic and skilled surgery. Kuo-toa clerics and wizards cooperated to first create them centuries ago, though reports exist of sahuagin and locathah warbands using siege crabs to raid surface settlements as well.

Siege crabs are mutated from normal crabs in a process that takes decades. Each creature is magically bonded to a coral circlet, the wearer of which has absolute command over that siege crab and can give it direct verbal commands. The crab obeys these orders to the best of its ability, but unlike a construct it cannot be given conditional instructions or programs. The creature can only follow direct orders and is usually commanded to simply stand still if the controller needs to leave the crab's immediate vicinity.

A siege crab is almost 20 feet in diameter, stands 15 feet tall, and weighs over 30 tons. A siege crab does not speak but can understand simple instructions in any language given by the bearer of its coral circlet.

Siege crab

Illus. by W. England

COMBAT

As their name implies, siege crabs are employed to attack coastal or underwater cities. In battlefield engagements, a siege crab's controller moves it directly through ranks of smaller creatures, using it to swiftly destroy enemy war machines and fortifications. The siege crab's claws make quick work of most masonry; once the city walls fall, the crab disgorges any troops it carries into the settlement's interior. After achieving its primary mission, the crab obeys its controller's next order—usually to turn and obliterate any defensive troops within sight.

Constrict (Ex): A siege crab deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a siege crab must hit an opponent at least three sizes smaller than itself with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict on subsequent rounds. (A siege crab can grapple foes of larger size than indicated above, but not without provoking attacks of opportunity.)

Trample (Ex): Reflex half DC 30. The save DC is Strength-based.

Force Carapace (Su): The runes inscribed in a siege crab's shell project a field of force around the creature at all times. While its force carapace is active, a crab gains a +10 deflection bonus to Armor Class, a +8 resistance bonus on all saving throws, and immunity to *magic missile* spells and effects. All creatures riding within the crab's compartment gain the same benefits with regard to attacks originating outside the crab. The physical attacks of incorporeal creatures cannot bypass the force carapace, nor can such creatures pass through the crab's shell to enter or exit the inner chamber. The siege crab's claw attacks are considered force effects and can strike incorporeal creatures normally while the force carapace is in effect.

The force carapace is essentially a magic item crafted from the shell of the living creature. A *dispel magic* effect targeting a siege crab can suppress its force carapace for 1d4 rounds. *Mordenkainen's disjunction* or any other effect that destroys magic items can permanently dispel a carapace.

CL 17th; Craft Wondrous Item, *protection from spells*, *shield*, *wall of force*. Price 200,000 gp; Cost 100,000 gp + 8,000 XP.

Shielded Compartment (Ex): Much of the interior tissue of a siege crab has been surgically removed and replaced with a sealed compartment for passengers or cargo. The compartment is accessed by a ventral hatch, and is air- and watertight. Water-breathing creatures using a siege crab can flood the compartment with seawater, while air-breathing creatures keep the chamber filled with air. The passenger space is about 10 feet by 10 feet by 10 feet; it can hold 1 Large creature or 4 Medium or Small creatures.

Creatures riding within a siege crab's inner chamber have cover and concealment from opponents outside the crab when the hatch is open. While it is sealed, they instead have total cover and total concealment. The hatch is 10 feet in diameter, and the chamber's occupants can make ranged attacks from within the crab while it is open. Opening or closing the hatch is a standard action for an adjacent creature.

The death of a siege crab does not compromise the cover or concealment of passengers within its shell. However, since the crab's death usually results in it collapsing on its belly, it is difficult for occupants to exit through the hatch. Creatures trapped within the crab's carcass must cut through the tough carapace to escape; the shell has hardness 15, and breaking through it requires dealing it 30 points of damage from a slashing weapon.

Skills: A siege crab has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

	Siege Crab Gargantuan Vermin (Aquatic)	Greater Siege Crab Colossal Vermin (Aquatic)
Hit Dice:	20d8+100 (190 hp)	32d8+288 (432 hp)
Initiative:	–2	–2
Speed:	60 ft. (12 squares), swim 60 ft.	60 ft. (12 squares), swim 60 ft.
Armor Class:	37 (–4 size, –2 Dex, +23 natural, +10 deflection)	38 (–8 size, –2 Dex, +28 natural, +10 deflection), touch 10, flat-footed 38
Base Attack/Grapple:	+15/+37	+24/+54
Attack:	Claw +21 melee (2d6+10)	Claw +38 melee (2d10+14)
Full Attack:	4 claws +21 melee (2d6+10)	4 claws +38 melee (2d10+14)
Space/Reach:	20 ft./15 ft.	30 ft./20 ft.
Special Attacks:	Constrict 2d6+10, improved grab, trample 2d6+15	Constrict 2d10+14, improved grab, trample 2d8+21
Special Qualities:	Amphibious, damage reduction 15/adamantine, darkvision 60 ft., force carapace, shielded compartment, vermin traits	Amphibious, damage reduction 15/adamantine, darkvision 60 ft., force carapace, shielded compartment, vermin traits
Saves:	Fort +25, Ref +12, Will +14	Fort +35, Ref +16, Will +18
Abilities:	Str 30, Dex 6, Con 21, Int —, Wis 10, Cha 2	Str 38, Dex 6, Con 28, Int —, Wis 10, Cha 2
Skills:	Swim +18	Swim +22
Feats:	Cleave[B], Great Cleave[B], Power Attack[B]	Cleave[B], Great Cleave[B], Power Attack[B]
Environment:	Warm aquatic	Warm aquatic
Organization:	Solitary	Solitary
Challenge Rating:	14	18
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	21–31 HD (Gargantuan); 32–60 HD (Colossal)	33–60 HD (Colossal)
Level Adjustment:	—	—

GREATER SIEGE CRAB

Greater siege crabs are almost 30 feet in diameter, stand 20 feet tall, and weigh over 130 tons.

Combat

A greater siege crab is simply a larger version of an ordinary siege crab.

Trample (Ex): Reflex half DC 40. The save DC is Strength-based.

Shielded Compartment (Ex): A greater siege crab's passenger space is about 10 feet by 20 feet by 10 feet; it can hold 4 Large creatures or 16 Medium or Small creatures.

CORAL CIRCLET

A coral circlet is a simple headpiece that allows the wearer to control a single specific siege crab. The wearer can give the crustacean commands whenever the crab is within 120 feet, which the crab carries out to the best of its ability. By closing his or her eyes, the wearer can see through the crab's eyestalks, allowing him or her a clear view of the battlefield even if the wearer is entirely enclosed within the crab's hollow abdomen.

If the wearer of the circlet is located within the siege crab's shielded compartment, any spell he or she casts (except those with a range of personal or touch) can be targeted as if the spell was originating from the crab itself. For example, a wizard within the compartment could cast a *meteor swarm* that originated from the crab's claw rather than the caster's own hand. This does not require an action on the crab's part.

CL 20th; Craft Wondrous Item, *geas/quest*, *giant vermin*, *miracle*, *scrying*, must be 20th-level divine caster; Price 160,000 gp; Cost 80,000 gp + 6,400 XP.

SIEGE CRABS IN EBERRON

Siege crabs are reportedly the creation of a storm giant wizard who lives deep in the Thunder Sea. These mammoth crabs have attacked ships crossing the Thunder Sea, ravaged miles of coastline on both Khorvaire and Xen'drik, and even preyed upon the sahuagin of Shargon's Teeth. A siege crab that attacked the city of Stormreach disgorged four chuuls before retreating back into the sea. The chuuls were all slain by the city's defenders, and no other siege crabs have attacked Stormreach since.

SIEGE CRABS IN FAERÛN

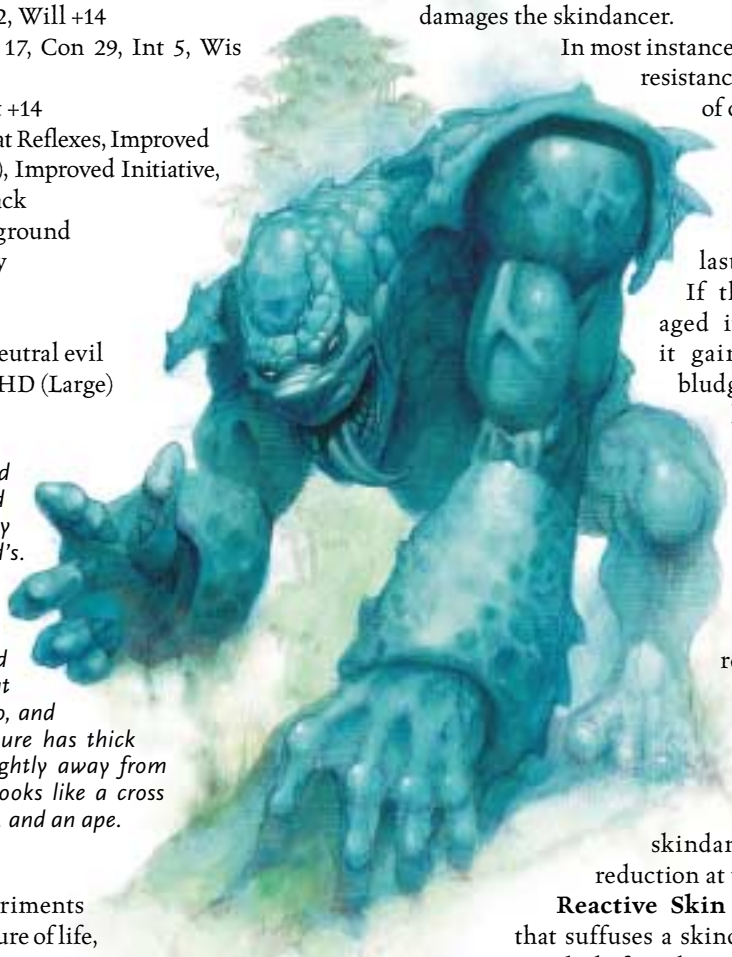
Siege crabs first appeared during the Tenth Serôs War in 720 DR, when a sahuagin princess named T'rysskar received a vision from the god Sekolah prompting her to attack Myth Nantar. Sahuagin raiding parties used siege crabs to destroy as much of Myth Nantar as possible before emerging to slaughter the city's merfolk and aquatic elf guardians. The sahuagin used siege crabs again throughout the Twelfth Serôs War, mainly to hold merfolk, shalarin, and aquatic elf cities conquered by their king, Iakhovas.

SKINDANCER

Large Monstrous Humanoid
Hit Dice: 15d8+135 (202 hp)
Initiative: +7
Speed: 40 ft. (8 squares)
Armor Class: 25 (–1 size, +3 Dex, +7 natural, +6 deflection), touch 18, flat-footed 22
Base Attack/Grapple: +15/+25
Attack: Slam +20 melee (2d6+6)
Full Attack: 2 slams +20 melee (2d6+6)
Space/Reach: 10 ft./10 ft.
Special Attacks: Trip
Special Qualities: Adaptive energy resistance, damage reduction 15/special (see text), darkvision 90 ft., low-light vision, reactive skin, scent
Saves: Fort +14, Ref +12, Will +14
Abilities: Str 22, Dex 17, Con 29, Int 5, Wis 16, Cha 6
Skills: Listen +14, Spot +14
Feats: Alertness, Combat Reflexes, Improved Natural Attack (slam), Improved Initiative, Iron Will, Power Attack
Environment: Underground
Organization: Solitary
Challenge Rating: 11
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 16–27 HD (Large)
Level Adjustment: —

This powerful humanoid stands over 9 feet tall and has a bestial face vaguely reminiscent of a lizard's. Its skin is covered with patches of a strangely morphic carapace—a constantly moving and faintly iridescent shell that covers its shoulders, torso, and upper thighs. The creature has thick forelimbs that curve slightly away from its body. The creature looks like a cross between a giant, a lizard, and an ape.

Illus. by W. England



Skindancer

Born of arcane experiments into the changeable nature of life, the skindancer perpetuates a perversion of eldritch magic. This strange creature has prodigious defensive abilities, and many theorize that skindancers were created to serve as guardians for arcane spellcasters.

Although it is not a shapechanger, a skindancer's flesh is highly reactive to weapons and spell attacks. The thick protrusions that cover a skindancer's upper body look like a hard carapace, but in truth they shift in shape and consistency to best resist any attack that is used against it. A skindancer stands between 9 and 10 feet tall and weighs 800 pounds.

Skindancers speak Common.

COMBAT

A skindancer enters combat fearlessly, confident that its magical, ever-shifting skin will protect it against whatever weapons its opponents bring to bear.

Trip (Ex): A skindancer that hits with a slam attack can attempt to trip its opponent (+10 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the skindancer.

Adaptive Energy Resistance (Su): A skindancer gains resistance to energy based on the last type of energy that dealt damage to it. If the last type of energy was acid, it gains resistance to acid 20. If the last type of energy was fire, it gains resistance to fire 20, and so on. This resistance to energy lasts for 1 minute or until another type of energy damages the skindancer.

In most instances, a skindancer does not have resistance to energy at the beginning of combat.

Damage Reduction (Su): A skindancer gains damage reduction based on the damage type of the last weapon that damaged it. If the last weapon that damaged it was a piercing weapon, it gains damage reduction 15/bludgeoning or slashing. If the last weapon that damaged it was a slashing weapon, it gains damage reduction 15/piercing or bludgeoning. If the last weapon that damaged it was a bludgeoning and piercing weapon, it gains damage reduction 15/slashing. This damage reduction lasts for 1 minute or until another type of weapon damages the skindancer.

In most instances, a skindancer does not have damage reduction at the beginning of combat.

Reactive Skin (Su): The magical energy that suffuses a skindancer's skin can turn away attacks before they even touch the creature. This energy grants a skindancer a +6 deflection bonus to Armor Class.

SKINDANCERS IN EBERRON

Skindancers inhabit caves throughout Khorvaire, although they are a particular bane to the dwarves of the Mror Holds. An enormous skindancer known only as Glamerskin threatens the dwarf enclave of Eigendor, and so far, no champion or concerted assault has succeeded in disposing of the creature.

SLAUGHTERSTONE BEHEMOTH

Huge Construct (Earth)
Hit Dice: 29d10+40 (199 hp)
Initiative: –1
Speed: 20 ft. (6 squares)
Armor Class: 36 (–2 size, +28 natural), touch 8, flat-footed 36
Base Attack/Grapple: +21/+42
Attack: Slam +32 melee (4d6+13)
Full Attack: 4 slams +32 melee (4d6+13)
Space/Reach: 15 ft./10 ft.
Special Attacks: Dazing blow, thunder step, trample 4d6+19
Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, electricity 10, and fire 10, tunnel fighting, spell resistance 23
Saves: Fort +9, Ref +9, Will +9
Abilities: Str 37, Dex 11, Con —, Int —, Wis 10, Cha 1
Skills: —
Feats: —
Environment: Underground
Organization: Solitary or gang (2–4)
Challenge Rating: 15
Treasure: Standard
Alignment: Always neutral
Advancement: 30–45 HD (Huge)
Level Adjustment: —

Slaughterstone behemoth

Illus. by W. England

This massive automaton resembles a six-legged stone cat. Four huge, hammerlike arms jut from its front two pairs of shoulders, and it has a low, squat build.

Among the most powerful of constructs, the slaughterstone behemoth is one of the deadliest expressions of dwarven ingenuity and magical power. Shaped from a pure block of stone, the behemoth is a terror on the battlefield, able to literally bowl over hordes of lesser troops. Although originally designed by dwarves, the secrets of the creation of slaughterstone constructs have spread to other races, and characters are much more likely to face one as a foe than to have a chance to fight beside one.

A slaughterstone behemoth has the same overall bulk as an elephant, although it's proportionally shorter and broader in stature. It has four thick arms, one pair of which extends from each of the first two sets of the behemoth's shoulders.

Slaughterstone behemoths cannot speak or make any vocal noise, nor do they have any distinguishable odor.

COMBAT

A slaughterstone behemoth approaches combat with the uncaring and brutal precision that most constructs exhibit. When confronted with large groups of foes, a behemoth wades in to trample when appropriate and flails away with its limbs.

Like its smaller counterpart, the slaughterstone eviscerator (see the next page), a behemoth has no ranged combat capability and is at the mercy of highly mobile groups with powerful ranged attacks. For this reason, dwarves and other races that employ slaugtherstone behemoths usually support them with powerful archers or spellcasters capable of striking down foes determined to fight from a distance.

Dazing Blow (Ex): Any creature struck by a slaughterstone behemoth must succeed on a DC 24 Fortitude save or be dazed for 1 round. The save DC is Wisdom-based.

Thunder Step (Ex): The ponderous steps of a slaughterstone behemoth shake the very earth. Any creature within 5 feet of a slaughterstone behemoth when it moves must succeed on a DC 24 Reflex save or fall prone. The save DC is Wisdom-based.

Trample (Ex): Reflex half DC 37. The save DC is Strength-based.

Tunnel Fighting (Ex): A slaughterstone behemoth has a limited ability to reshape its form to fit into a tight area. It does not take a penalty on attack rolls or to Armor Class when squeezing through a tight space. See page 29 of the *Dungeon Master's Guide* for more information on squeezing through tight spaces.

CONSTRUCTION

A slaughterstone behemoth's body is chiseled from a single block of hard stone, much like the body of a stone golem. The behemoth weighs at least 10,000 pounds. The stone must be of exceptional quality and costs 10,000 gp. Assembling the body requires a DC 25 Craft (sculpting) check or a DC 25 Craft (stonemasonry) check.

CL 18th; Craft Construct, *geas/quest, sound burst, stoneskin,* caster must be at least 18th level; Price 170,000 gp; Cost 90,000 gp + 6,400 XP.

SLAUGHTERSTONE EVISCERATOR

Large Construct (Earth)
Hit Dice: 15d10+30 (112 hp)
Initiative: –1
Speed: 30 ft. (6 squares)
Armor Class: 29 (–1 size, +20 natural), touch 9, flat-footed 29
Base Attack/Grapple: +11/+23
Attack: +2 *adamantine blade* +20 melee (2d8+8/18–20/×3)
Full Attack: 4 +2 *adamantine blades* +20 melee (2d8+8/18–20/×3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Augment critical, enhanced mobility
Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, electricity 10, and fire 10, tunnel fighting, spell resistance 20
Saves: Fort +5, Ref +5, Will +5
Abilities: Str 29, Dex 11, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: Whirlwind Attack[B]
Environment: Underground
Organization: Solitary or gang (2–4)
Challenge Rating: 12
Treasure: None
Alignment: Always neutral
Advancement: 16–30 HD (Large); 31–45 HD (Huge)
Level Adjustment: —

Six squat, powerful legs support this stone automaton's thick, insectoid body, which is wider and lower to the ground than a horse's. The creature's stable bulk supports four serrated blade-arms that whirl around with vicious speed.

Illus. by W. England

Slaughterstone eviscerator

Slaughterstone eviscerators were originally built by dwarves to defend their strongholds; now, other underground races have started to build their own versions of this deadly construct. Made for war, a slaughterstone eviscerator has powerful blade-arms capable of tearing through hordes of foes.

A slaughterstone eviscerator's blades are of a size comparable to Large greatswords.

Slaughterstone eviscerators cannot speak or make any vocal noise, nor do they have any distinguishable odor.

COMBAT

A slaughterstone eviscerator approaches combat with the uncaring and brutal precision that most constructs exhibit. When confronted with a large group of foes, an eviscerator uses its enhanced mobility to move toward the largest concentration of foes that it can reach and cut them down.

Lacking ranged attacks itself, a slaughterstone eviscerator is at the mercy of highly mobile groups with powerful ranged attacks. For this reason, dwarves and other races that employ slaughterstone eviscerators usually support them with a number of archers or spellcasters capable of striking down foes determined to fight from a distance.

Augment Critical (Ex): A slaughterstone eviscerator's adamantine blades are magically hardened and honed to a razor's edge. They threaten a critical hit on a natural attack roll of 18–20, dealing triple damage on a successful critical hit. The blades are not subject to effects such as *keen edge* that would further improve their threat range.

Enhanced Mobility (Ex): A slaughterstone eviscerator can move up to 15 feet in a round and still make a full attack.

Tunnel Fighting (Ex): A slaughterstone eviscerator has a limited ability to reshape its form to fit into a tight area. It does not take a penalty on attack rolls or to Armor Class when squeezing through a tight space. See page 29 of the *Dungeon Master's Guide* for more information on squeezing through tight spaces.

CONSTRUCTION

A slaughterstone eviscerator's body is chiseled from a single block of stone, much like the body of a stone golem. The eviscerator weighs at least 3,000 pounds. The stone must be of exceptional quality and costs 7,500 gp. Assembling the body requires a DC 20 Craft (sculpting) check or a DC 20 Craft (stonemasonry) check. Creating an eviscerator also requires four Large +2 *adamantine greatswords*. These swords are forever melded into the form of the eviscerator and are destroyed if it is.

CL 16th; Craft Construct, *keen edge, geas/quest, haste, stoneskin*, caster must be at least 16th level; Price 127,500 gp; Cost 67,500 gp + 4,800 XP.

SLAUGHTERSTONE CONSTRUCTS IN EBERRON

Slaughterstone behemoths (see page 159) and slaughterstone eviscerators protect the cities, strongholds, and necropolises of the Mror Holds. House Kundarak also uses them as guardians in their great banks. The massive slaughterstone behemoth that stands guard inside the Kundarak Bank of Sharn is one of the city's most popular tourist attractions.

SLAUGHTERSTONE CONSTRUCTS IN FAERÛN

Slaughterstone behemoths (see page 159) and slaughterstone eviscerators guard the kingdoms of the gold dwarves. The gray dwarves (duergar) build their own slaughterstone eviscerators and sometimes even ride them into battle.

SNOWFLAKE OOZE

Medium Ooze (Cold)
Hit Dice: 6d10+30 (63 hp)
Initiative: –5
Speed: 15 ft. (3 squares), climb 5 ft.
Armor Class: 5 (–5 Dex), touch 5, flat-footed 5
Base Attack/Grapple: +4/+9
Attack: Slam +9 melee (1d8+7 plus 2d4 cold)
Full Attack: Slam +9 melee (1d8+7 plus 2d4 cold)
Space/Reach: 5 ft./5 ft.
Special Attacks: Cold aura, constrict 1d8+7 plus 2d4 cold, improved grab
Special Qualities: Airy, blindsight 60 ft., immunity to cold, ooze traits, split, vulnerability to fire
Saves: Fort +7, Ref –3, Will –3
Abilities: Str 20, Dex 1, Con 20, Int —, Wis 1, Cha 1
Skills: Climb +13, Hide –5*
Feats: —
Environment: Cold mountains
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 7–9 HD (Medium); 10–18 HD (Large)
Level Adjustment: —

What at first appeared to be just a bank of snow is in fact a lacy, delicate-looking creature resembling an enormous snowflake with a complex structure.

One of the most attractive of oozes, the snowflake ooze inhabits cold climates and the depths of caves or tunnels where natural ice can be found. It slowly moves around the area, seeking warm-blooded creatures to freeze.

A snowflake ooze can grow to a diameter of about 10 feet and a thickness of about 4 inches, but it can compress its body to fit through cracks as small as 1 inch wide. A typical specimen weighs about 250 pounds.

COMBAT

A snowflake ooze uses straightforward tactics, attempting to grab and constrict prey.

Constrict (Ex): A snowflake ooze deals automatic slam damage and cold damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a snowflake ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Airy (Ex): Since a snowflake ooze's physiology is made up of a little ooze and lots of empty space, it is difficult to know where to attack. Any piercing melee or ranged attack directed at it has a 20% miss chance (the blow or missile just passes harmlessly through the creature's space). Even a *true seeing* effect is useless in determining where and how to strike the creature.

Cold Aura (Ex): A snowflake ooze exudes cold. Any creature within 5 feet of one takes 1d6 points of cold damage (DC 18 Fortitude half). The save DC is Constitution-based.

Split (Ex): Bludgeoning weapons deal no damage to a snowflake ooze. Instead, the creature fractures into two identical snowflake oozes, each with half of the original's current hit points (round down). A snowflake ooze with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A snowflake ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. *When in an area containing snow or ice, a snowflake ooze gains a +12 racial bonus on Hide checks.

SNOWFLAKE OOZES IN EBERRON

Snowflake oozes inhabit the mountains and vales of the Mror Holds, northern Karrnath, and the northern mainland of the Lhazaar Principalities. Rumor has it that the lich queen's blisteringly cold island called Farlnen (located in the Lhazaar Sea), plays host to several dozen of these creatures. Larger specimens prey on visitors to the Tashana Tundra (on Sarlona) and the Frostfell.

SNOWFLAKE OOZES IN FAERÛN

Snowflake oozes plague travelers as far west as Icewind Dale and as far east as Narfell. They are also known to inhabit caverns that doubly serve as white dragon lairs.

Snowflake ooze

Illus. by D. Bircham

SPELLWARPED CREATURE

Spellwarped creatures have been tainted by powerful magic. Long ago, powerful spellcasters infused magic into the bodies of many creatures, seeking to make them stronger, tougher, and more tractable. The magic used in this process changed the nature of the affected creatures. These changes were irreversible, and the changes bred true as the creatures matured and produced offspring of their own. The process was a partial success, and the creatures did indeed grow stronger and faster than normal creatures of their kind. The creatures invariably proved unruly, however, and they seemed more clever and quick-thinking than others of their type. In addition, the creatures gained a strange and alien mind-set, reacting to many situations in unusual but cunning ways.

SAMPLE SPELLWARPED CREATURE

This example uses an ettin as the base creature.

Spellwarped Ettin
Large Aberration (Augmented Giant)
Hit Dice: 10d8+40 (85 hp)
Initiative: +4
Speed: 30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class: 21 (–1 size, +9 natural, +3 hide), touch 9, flat-footed 21
Base Attack/Grapple: +7/+19
Attack: Morningstar +14 melee (2d6+8) or javelin +6 ranged (1d8+8)
Full Attack: 2 morningstars +14/+9 melee (2d6+8) or 2 javelins +6 ranged (1d8+8)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., spell absorption, spell resistance 21, superior two-weapon fighting
Saves: Fort +11, Ref +3, Will +5
Abilities: Str 27, Dex 10, Con 19, Int 10, Wis 10, Cha 11
Skills: Listen +13, Search +6, Spot +13
Feats: Alertness, Improved Initiative, Iron Will, Power Attack
Environment: Cold hills
Organization: Solitary, gang (2–4), troupe (1–2 plus 1–2 brown bears), band (3–5 plus 1–2 brown bears), or colony (3–5 plus 1–2 brown bears and 7–12 orcs or 9–16 goblins)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +8

This hulking giant has two heads, each visage warped and twisted by some strange force. Its heads bear hideous porcine features, but the strange distortion makes the creature disconcerting to look upon. The creature's shovellike jaws have protruding lower canines like a boar's tusks. The creature's skin is covered in patchy scales and fur, and its limbs look twisted and warped like its facial features. This warping gives the creature a stooped look, yet it moves with apparent agility and an obvious strength.

A spellwarped ettin has the vicious, unpredictable temperament of an ordinary ettin combined with the twisted outlook common to all spellwarped creatures. Its two heads make the creature exceptionally sharp-eyed and alert. Those few strong enough and careful enough to control such a creature find that it makes an excellent guardian or scout.

Like its normal kindred, a spellwarped ettin never bathes if it can help it, leaving the creature so grimy and dirty that its skin resembles a thick gray hide. An adult spellwarped ettin is about 11 feet tall, but it is so bent and stooped that were it to stand completely upright, it would gain a foot or two in height. A typical creature weighs 5,200 pounds or more and lives up to 125 years.

A spellwarped ettin speaks Common and Giant. Spellwarped ettins also speak pidgin Orc and Goblin, and can usually communicate their wishes to those who speak those languages.

COMBAT

Spellwarped ettins are cunning, dangerous fighters. They prefer to ambush their victims rather than charge into a straight fight, but once battle has started, a spellwarped ettin fights furiously until all of its enemies are dead. When possible, a spellwarped ettin closes with spellcasters, attempting to force them to cast spells at it so it can absorb the spell energy.

When it absorbs spell energy, it typically uses the energy to first increase its Constitution, then its Strength, and finally it gains hit points from any other spell energy absorbed. If hard-pressed and fortunate enough to absorb a spell, a spellwarped ettin will use the energy to increase its base speed and then flee.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped ettin's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell effect is resolved.

Might: The spellwarped ettin gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped ettin gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped ettin gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped ettin gains temporary hit points equal to 5 × the level of the failed spell.

Speed: The spellwarped ettin's base speed increases by a number of feet equal to 5 × the level of the failed spell.

Resistance: The spellwarped ettin gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Superior Two-Weapon Fighting (Ex): A spellwarped ettin fights with a morningstar or a javelin in each hand. Because each of its two heads controls an arm, a spellwarped ettin does not take a penalty on attack rolls or damage rolls for attacking with two weapons.

Skills: A spellwarped ettin's two heads give it a +2 racial bonus on Listen, Search, and Spot checks.

CREATING A SPELLWARPED CREATURE

"Spellwarped" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the base creature).

A spellwarped creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to aberration. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes. The creature gains the augmented subtype if necessary. Size is unchanged.

Armor Class: Natural armor bonus improves by 2 (this stacks with any natural armor bonus the base creature has).

Special Qualities: A spellwarped creature has all the special qualities of the base creature, plus the following special qualities.

Spell Resistance (Ex): A spellwarped creature gains spell resistance equal to 11 + its Hit Dice. If the creature already has spell resistance, use the greater of the two values.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 × the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 × the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +4.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 10, as base creature +1; HD 11 or more, as base creature +2.

Alignment: Usually evil (any). Spellwarped creatures are typically selfish and cruel.

Level Adjustment: +3.

Spellwarped ettin

Illus. by A. Rex

SPELLWARPED CREATURES IN EBERRON

Long before humans walked Eberron, dragon sorcerers experimented on various lesser creatures in a vain attempt to improve upon them. The dragons pitted their spellwarped creations against each other in battle, mostly for their mutual amusement. After centuries of experimentation, they grew bored with the exercise and became more immersed in the draconic Prophecies. Many of their spellwarped creations survived the ages and continue to inhabit Eberron to this day, although few have any recollection of their true origins.

The giants of Xen'drik learned the secrets of creating spellwarped creatures from the dragons and revived the arcane practice, creating spellwarped elves, orcs, ettins, and even more monstrous creatures. Many spellwarped creatures that once served the giants as slaves now haunt the ruins of the giants' shattered civilization.

SPELLWARPED CREATURES IN FAERÛN

The origin of spellwarped creatures can be traced back to Netheril, possibly back to the Nether Scrolls themselves. Netherese wizards worked their spellwarped creations into the armies of the day, even putting them to use defending cities against the phaerimm onslaught. Explorations of Netheril's ancient ruins enabled the Red Wizards of Thay to unlock the secrets of creating spellwarped creatures, and new variations have begun to emerge from the Thaymount to perform the Red Wizards' bidding.

SPLINTERWAIF

This frightfully thin humanoid has long, pointed fingers and a forest of razor-sharp wooden spines for hair. Its tongue is overly long and studded with wooden splinters and barbs. Its thick skin has a barklike texture and patches of thorns jutting from it, and its black eyes dart about wildly.

Unlike most fey, who are most at home in the wilderness, the sinister splinterwaif lurks in the narrow alleyways and tangled slums of large cities. As long as its environment contains large amounts of old weathered wood in which to hide and a fair amount of young children to catch, transform, and eat, a splinterwaif is happy.

Splinterwaifs are masters of camouflage, and they are rarely seen except by their victims. A splinterwaif moves with remarkable speed, clambering up vertical surfaces with ease. A splinterwaif appears superficially like a thin, lithe humanoid. Its skin can change between a multitude of colors. Thorns jut from the skin, some dropping off while others rapidly grow to replace those that have fallen away. A typical splinterwaif is 5 feet tall and weighs about 70 pounds.

Splinterwaifs speak Sylvan.

Splinterwaif

Illus. by J. Wayshak

COMBAT

Splinterwaifs lie in wait in piles of discarded lumber, ramshackle buildings, or decommissioned ships, attacking with surprise and sneak attacks. While they are rather adroit with their claws, their favorite attack is to spit a long, thin wooden splinter at a target from hiding. When forced into physical combat, a splinterwaif is somewhat cowardly and tries to escape so it can stalk its prey and attack later on its own terms.

Call Brambles (Su): As a standard action, a splinterwaif can cause a thorny branch to grow out of any nonmagical wooden surface within 30 feet. Treat this branch as a Medium animated object with a speed of 0 feet and the constrict exceptional ability. Splinterwaifs are fond of creating animated brambles to help flank opponents or to hold them immobile for sneak attacks. Controlling an animated bramble is a free action. A splinterwaif can animate and control only one bramble at a time.

Camouflage (Su): A splinterwaif's skin changes color to match its surroundings. Doing this requires a full-round action on the part of the splinterwaif and grants it a +10 circumstance bonus on Hide checks. While camouflaged, a splinterwaif also gains concealment. As soon as the splinterwaif moves or attacks, it loses these benefits until it takes another full-round action to camouflage again.

Sneak Attack (Ex): A splinterwaif can sneak attack as a rogue, dealing an extra 2d6 points of damage on a successful sneak attack. As a splinterwaif advances in Hit Dice, its sneak attack ability improves. A splinterwaif with 4 or 5 Hit Dice deals an extra 3d6 points of damage with a successful sneak attack, while a splinterwaif with 6 Hit Dice deals an extra 4d6 points of damage with a successful sneak attack.

Splinterspit (Su): A splinterwaif can spit a splinter of wood at a foe as a ranged attack with a range increment of 30 feet. The act of spitting a splinter provokes attacks of opportunity from any creatures that threaten the splinterwaif. A hiding splinterwaif can attempt to snipe at targets with its splinter spit attack by taking a move action to immediately hide after making a ranged attack. It takes a –20 circumstance penalty on its Hide check to conceal itself after the shot. As long as the target is within 30 feet and unaware of the splinterwaif's position, the splinterwaif can take full advantage of its sneak attack with this ranged weapon.

Superior Woodland Stride (Su): A splinterwaif can move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed without taking damage or suffering other impairment. This includes thorns, briars, and overgrown areas that are magically manipulated to impede motion.

Transformation (Su): A splinterwaif can transform a dead humanoid or fey into a Medium thorny bush at will. Doing this requires a full minute of concentration; if the splinterwaif is interrupted during this time, it must start the transformation over from the beginning. A transformed body does not radiate magic, and is treated as a normal plant. Creatures that have been transformed into plants in this manner cannot be restored to life via *raise dead* or *resurrection*, although *true resurrection*, *miracle*, or *wish* can revive a dead character.

Skills: A splinterwaif has a +10 racial bonus on Hide checks. It also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

SPLINTERWAIF KNAVE

Splinterwaif knaves have adapted fully to their urban surroundings and display an uncanny knack for survival. They are the most vicious and cruel of their kind. Some lead bands of weaker splinterwaifs, while others are solitary hermits who despise all others, including their own kin.

Combat

A splinterwaif knave likes to make ranged sneak attacks using its splinterspit ability. If it can't kill its mark quickly, it withdraws and seeks out easier prey. A knave accompanied by weaker splinterwaifs doesn't flee as quickly, rushing into melee if it sees an opportunity to flank a foe and make sneak attacks.

	Splinterwaif Medium Fey	Splinterwaif Knave Medium Fey
Hit Dice:	2d6+5 (12 hp)	6d6+9 (30 hp)
Initiative:	+9	+9
Speed:	50 ft. (10 squares), climb 50 ft.	50 ft. (10 squares), climb 50 ft.
Armor Class:	17 (+5 Dex, +2 natural), touch 15, flat-footed 12	17 (+5 Dex, +2 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+1/+1	+3/+3
Attack:	Claw +6 melee (1d4) or splinterspit +6 ranged (1d6)	Claw +8 melee (1d4) or splinterspit +8 ranged (1d6)
Full Attack:	2 claws +6 melee (1d4) or splinterspit +6 ranged (1d6)	2 claws +8 melee (1d4) or splinterspit +8 ranged (1d6)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Call brambles, sneak attack +2d6, splinterspit, transformation	Call brambles, sneak attack +4d6, splinterspit, transformation
Special Qualities:	Camouflage, damage reduction 5/silver, low-light vision, spell resistance 7, superior woodland stride	Camouflage, damage reduction 5/silver, low-light vision, spell resistance 11, superior woodland stride
Saves:	Fort +1, Ref +8, Will +5	Fort +3, Ref +10, Will +7
Abilities:	Str 11, Dex 20, Con 12, Int 18, Wis 14, Cha 16	Str 11, Dex 21, Con 12, Int 18, Wis 14, Cha 16
Skills:	Balance +12, Bluff +8, Climb +13, Diplomacy +5, Disguise +8 (+10 acting), Hide +10, Intimidate +5, Jump +10, Knowledge (local) +6, Listen +4, Move Silently +10, Search +7, Sense Motive +5, Spot +4 , Survival +5, Tumble +10	Balance +12, Bluff +12, Climb +13, Diplomacy +7, Disguise +8 (+10 acting), Gather Information +5, Hide +14, Intimidate +5, Jump +10, Knowledge (local) +10, Listen +8 , Move Silently +14, Search +12, Sense Motive +9, Spot +8, Survival +9 (+11 following tracks), Tumble +14
Feats:	Improved Initiative[B], Toughness, Weapon Finesse[B]	Dodge, Improved Initiative[B], Toughness, Track, Weapon Finesse[B]
Environment:	Temperate hills	Temperate plains
Organization:	Solitary or band (2–5 plus 1 splinterwaif knave)	Solitary or band (1 plus 2–5 splinterwaifs)
Challenge Rating:	2	6
Treasure:	Standard	Standard
Alignment:	Always neutral evil	Always neutral evil
Advancement:	3–6 HD (Medium)	—
Level Adjustment:	+4	+4

SPLINTERWAIF SOCIETY

No one is sure how splinterwaifs originated; the most popular theory is that they are little more than insane dryads that somehow managed to survive the harvesting of their chosen trees. It is said the act of harvesting her tree forces a dryad into a state of incorporeal hibernation, during which she transforms and twists into a mockery of her former self. Once her tree is converted to lumber and used to build ships, houses, or fences, she awakens and lays claim to the region into which she has been transplanted.

This theory starts to break down upon close examination. For example, splinterwaifs don't seem to exhibit any particular symbiotic attachment to anything in their environment, and they are not bound to specific regions. Indeed, splinterwaifs are often unknowingly transported to new cities when they stow away on ships.

A splinterwaif's lair is hard to detect, but one sure sign of splinterwaif activity is a predominance of small, thorny shrubs in a vacant lot or lumberyard. These shrubs invariably turn out to be the bodies of people the local splinterwaifs have captured, killed, and transformed. Splinterwaifs are careful to gather these victims from random locations throughout the city, and they tend to focus on orphans or other children who won't particularly be missed. Splinterwaifs have a singularly horrible reason for transforming the bodies of those they capture and kill—they relish the taste of slain children who have been transformed into dry thorny shrubs. Sometimes splinterwaifs are forced to kill adults. They transform these victims into shrubbery as well, if only to disguise the dead bodies. Splinterwaifs find transformed adults to be sour and unpalatable, however, so the shrubs of adult victims tend to accumulate over time and mark a region as one of splinterwaif activity. Curiously, splinterwaifs loathe destroying these shrubs, and once they become too dense or obviously denote an area as a splinterwaif lair, the creatures simply move on to a new home rather than destroy the shrubs.

SSVAKLOR

Medium Dragon
Hit Dice: 15d12+105 (202 hp)
Initiative: +1
Speed: 40 ft. (8 squares), swim 40 ft.
Armor Class: 22 (+1 Dex, +11 natural), touch 11, flat-footed 21
Base Attack/Grapple: +15/+19
Attack: Bite +14 melee (2d6+9/19–20 plus poison)*
Full Attack: Bite +14 melee (2d6+9/19–20 plus poison)* and 2 claws +9 melee (1d8+7)*
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, poison, spell-like abilities
Special Qualities: Blindsense 60 ft., damage reduction 10/magic, darkvision 60 ft., immunity to magic sleep effects, poison, and paralysis, low-light vision, scent, spell resistance 18
Saves: Fort +16, Ref +10, Will +8
Abilities: Str 19, Dex 12, Con 24, Int 9, Wis 8, Cha 12
Skills: Bluff +19, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +3, Jump +8, Listen +17, Sense Motive +17, Spot +17, Survival +17, Swim +12
Feats: Cleave, Combat Reflexes, Improved Critical (bite), Improved Natural Weapon (bite), Improved Natural Weapon (claw), Power Attack
Environment: Temperate marshes
Organization: Solitary, pair, or clutch (3–5)
Challenge Rating: 10
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: 16–20 HD (Medium); 21–30 HD (Large); 31–45 HD (Huge)
Level Adjustment: —
*Includes adjustments for Power Attack feat.

This creature is an elongated, snakelike dragon. Its scales are patterned in vivid green and black diamonds. The fangs protruding from its great jaw drip viscous fluid.

Just as yuan-ti are descended from humans whose bloodlines were mingled with those of snakes, ssvaklors originated as a cross between dragons and yuan-ti. Ssvaklors and yuan-ti have much in common and often work together.

While ssvaklors lack much of the yuan-ti's natural intelligence and cunning, they still enjoy participating in the complex plans laid by the crafty monstrous humanoids.

Ssvaklors can rear upright but prefer to maneuver on all four limbs. A typical creature measures 8 feet from nose to tail and weighs 120 pounds.

Ssvaklors speak Common, Draconic, and Yuan-ti.

COMBAT

A ssvaklor's combat strength lies in close-quarters attacks. It will soften up a group of enemies with its breath weapon, then enter melee while it waits to recover the use of its breath weapon.

A ssvaklor prefers to fight alone or in the company of creatures immune to its poisonous breath weapon. It has too little patience to consider the welfare of associates that are vulnerable to its breath, so a ssvaklor's allies often find themselves in the affected area when the ssvaklor breathes.

A ssvaklor normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls.

Breath Weapon (Su): 30-foot cone of poisonous gas, once every 1d4 rounds, damage 1d4 Con, Fortitude DC 24 half. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 24, initial damage paralysis, secondary damage 1d4 Con. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*animal trance* (DC 13), *cause fear* (DC 12), *darkness* (DC 13), *entangle* (DC 12). Caster level 15th.

Skills: A ssvaklor has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

GREATER SSVAKLOR

Large Dragon
Hit Dice: 30d12+270 (465 hp)
Initiative: +6
Speed: 50 ft. (10 squares), swim 50 ft.
Armor Class: 31 (–1 size, +2 Dex, +20 natural), touch 11, flat-footed 29
Base Attack/Grapple: +30/+42
Attack: Bite +32 melee (3d6+13/19–20 plus poison)*
Full Attack: Bite +32 melee (3d6+13/19–20 plus poison)* and 2 claws +27 melee (2d6+9/19–20)*
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, poison, spell-like abilities, spit
Special Qualities: Blindsense 60 ft., damage reduction 15/magic, darkvision 60 ft., immunity to magic sleep effects, poison, and paralysis, low-light vision, scent, spell resistance 28
Saves: Fort +26, Ref +19, Will +17
Abilities: Str 27, Dex 14, Con 28, Int 9, Wis 10, Cha 12
Skills: Bluff +34, Diplomacy +5, Disguise +1 (+5 acting), Intimidate +7, Jump +16 Listen +33, Sense Motive +33, Spot +33 Survival +33, Swim +16
Feats: Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Improved Natural Weapon (bite), Improved Natural Weapon (claw), Power Attack, Track
Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 20
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: 31–34 HD (Large); 35–40 HD (Huge)
Level Adjustment: —
*Includes adjustments for Power Attack feat.

A greater ssvaklor is much larger and more physically imposing than its lesser version, being nearly twice its size. From nose to tail it is 16 feet long, and it weighs 400 pounds.

Combat

Greater ssvaklors have more resources than ordinary ssvaklors. Defensively, they have substantially better natural armor, damage reduction, and spell resistance. Offensively, their spit attack and larger breath weapon means they can cope with enemies at greater distances.

Breath Weapon (Su) 40-foot cone of poisonous gas, once every 1d4 rounds, damage 1d6 Con, Fortitude DC 34 half. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 34, initial damage paralysis, secondary damage 1d6 Con. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*animal shapes* (snakes only), *animal trance* (DC 13), *cause fear* (DC 12), *darkness* (DC 13), *entangle* (DC 12). Caster level 20th.

Spit (Ex): A greater ssvaklor can spit a concentrated glob of its poison at a target. It makes a ranged touch attack with a range increment of 30 feet. If it hits, the poison is a contact poison but its effects are otherwise identical to those of its poison bite.

Ssvaklor

Skills: A greater ssvaklor has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SSVAKLORS IN EBERRON

As the Inspired tightened their grip on Sarlona, the yuan-ti natives of that continent fled from their cities in Riedra, plying the Dragonreach in skiffs and taking refuge on Argonnessen. The yuan-ti migration did not sit well with many of Argonnessen's dragons, but a handful of wyrms saw the immigrants as signs of an unfolding prophecy and offered them sanctuary. The yuan-ti forged good relations with these dragons, and that unlikely union gave rise to the first ssvaklors. However, the yuan-ti were unable to settle Argonnessen in large numbers. The dragons banished many of them to Xen'drik, where they became corrupt and hateful.

The yuan-ti of Xen'drik capture dragon eggs and use spells to transform the unborn dragon fetuses into ssvaklors. They use ssvaklors as guardians in their secret cities and temples, most of which lie hidden beneath the jungle canopies of Xen'drik or in the dank bowels of Khyber.

Greater ssvaklors continue to thrive on Argonnessen, guarding dragon observatories and strongholds as well as protecting secret yuan-ti redoubts beneath the mountains.

SSVAKLORS IN FAERÛN

Ssvaklors are found wherever yuan-ti dwell, particularly in the serpent kingdom of Najara. Dmetrio Extaminos, a pureblood yuan-ti who stands to rule the city of Hlondeth after his mother's passing, secretly leads the Hlondethan cell of the Cult of the Dragon. Using his contacts within the Cult, Dmetrio has acquired several black dragon eggs and now seeks the means to transform them into ssvaklors. Rivals in the Cult of Tiamat have learned of Dmetrio's plans and are plotting to recover the eggs.

Illus. by R. Horsley

PSIONIC SSVAKLORS

If you are using the *Expanded Psionics Handbook* and running a psionic campaign, ssvaklors gain the psionic subtype, have power resistance 18 instead of spell resistance, and gain psi-like abilities.

Psi-Like Abilities: 1/day—*aversion* (duration 10 hours, DC 16*), *control light, entangling ectoplasm, id insinuation* (affects up to four creatures, no two of which can be more than 15 feet apart; DC 16*), *psionic freedom of movement*. Manifester level 7th. The save DCs are Charisma-based. These abilities replace the ssvaklor's spell-like abilities.

*Includes augmentation for the ssvaklor's manifester level.

PSIONIC GREATER SSVAKLORS

Greater ssvaklors gain the psionic subtype, have power resistance 28 instead of spell resistance, and gain psi-like abilities.

Psi-Like Abilities: 1/day—*aversion* (duration 20 hours, DC 18*), *control light, entangling ectoplasm* (affects a Large or smaller creature), id insinuation (affects up to six creatures, no two of which can be more than 15 feet apart; DC 18*), *metamorphosis* (giant constrictor snake or Huge viper forms only), *psionic freedom of movement*. Manifester level 15th. The save DCs are Charisma-based. These abilities replace the creature's spell-like abilities.

*Includes augmentation for the greater ssvaklor's manifester level.

STONESINGER

Large Aberration (Earth)
Hit Dice: 9d8+36 (76 hp)
Initiative: +0
Speed: 30 ft. (6 squares), burrow 20 ft., climb 20 ft.
Armor Class: 21 (–1 size, +12 natural), touch 9, flat-footed 21
Base Attack/Grapple: +6/+15
Attack: Bite +10 melee (2d6+5 plus poison)
Full Attack: Bite +10 melee (2d6+5 plus poison) and 6 claws +8 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Poison, shattering shriek
Special Qualities: Damage reduction 5/magic, darkvision 120 ft., spell-like abilities
Saves: Fort +7, Ref +3, Will +6
Abilities: Str 20, Dex 10, Con 18, Int 16, Wis 10, Cha 18
Skills: Climb +25, Listen +12, Perform (sing) +16, Spot +12, Survival +12
Feats: Improved Natural Attack (bite), Multiattack, Power Attack, Run
Environment: Any underground
Organization: Solitary, chorale (2–4), or choir (5–11)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 10–14 HD (Large); 15–18 HD (Huge)
Level Adjustment: —

This scorpionlike creature moves on a dozen legs and is covered with a shiny obsidian carapace. Its tail ends in an opening that looks like a lamprey's mouth.

Illus. by S. Prescott

Stonesinger

The stonesinger is a horrible and bizarre creature composed of flexible stone. It superficially resembles a scorpion, with a wide, flat body covered by thick scales. It moves about with the aid of its long, spidery legs that end in crystal claws that can pierce stone. The front of the creature is a nest of six long claws mounted on thick, segmented arms. The creature's "tail" is in fact a long stalk of flexible black stone that ends in a huge lampreylike mouth surrounded by five hooked arms.

Although commonly mistaken for outsiders from the Elemental Plane of Earth, stonesingers are native to the Material Plane. They are masters at controlling the earth, and they sing haunting, booming songs that are often mistaken for the wind blowing over hollows in the desolate badlands.

Stonesingers are quite intelligent. They are great appreciators of music, and an accomplished performer can sometimes placate an angry stonesinger with an impressive song. This works in the same manner as influencing a creature's attitude with Diplomacy, except that the character makes a Perform (sing) check instead of a Diplomacy check.

Stonesingers are fond of imprisoning intelligent creatures in cases of stone, leaving only the victim's head exposed, so that they are forced to hear the stonesinger's song. Stonesingers sometimes raid towns simply to kidnap audience members for their lair. Typically, these individuals are poisoned and eaten once the stonesinger finishes its performance.

Stonesingers subsist on fossilized organic matter. While they can consume natural fossils, they usually gain nutrition by poisoning living creatures and then devouring the victim's hardened form. A typical stonesinger is 12 feet long and weighs 3,000 pounds.

Stonesingers speak their own language.

COMBAT

A stonesinger invariably sings during combat. While the sound may be unsettling to listeners, it does not otherwise affect the fight. Stonesingers are fond of making grandiose moves in combat, and they use Power Attack to make their attacks more impressive and painful when it is in their interest to do so.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d4 Dex. The save DC is Constitution-based. A creature reduced to 0 Dexterity in this manner becomes completely fossilized. *Stone to flesh* can restore a victim.

Shattering Shriek (Su): Once every 5 rounds, a stonesinger can emit an ear-piercing shriek as an attack. This shriek creates a blast of sonic energy that it can direct at any single target within 60 feet; the stonesinger makes a Perform (sing) check, using the target's touch AC as the check DC. If successful, the attack deals 12d6 points of nonlethal damage and the victim is stunned for 1d6 rounds (Fortitude DC 18 negates the stun). The save DC is Constitution-based.

Spell-Like Abilities: 3/day—*meld into stone*, *stone shape*; 1/day—*wall of stone* (DC 19). Unlike normal spell-like abilities, these have a verbal component (the stonesinger must sing). Caster level 9th.

Skills: A stonesinger has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

STONESINGERS IN FAERÛN

Stonesingers are most commonly encountered near the Great Rift and represent a constant bane to the gold dwarves living there. They can also be encountered as far west as Old Shanatar and as far north as the Earthroot.

SUMMONING OOZE

Medium Ooze
Hit Dice: 5d10+15 (42 hp)
Initiative: +4
Speed: 20 ft. (4 squares), climb 10 ft.
Armor Class: 17 (+7 natural), touch 10, flat-footed 17
Base Attack/Grapple: +3/+5
Attack: Slam +5 melee (1d8+2 plus 1d6 acid)
Full Attack: 2 slams +5 melee (1d8+2 plus 1d6 acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acid, *summon monster*
Special Qualities: Blindsight 60 ft., fast healing 5, immunity to acid and fire, ooze traits
Saves: Fort +6, Ref +1, Will +2
Abilities: Str 14, Dex 10, Con 16, Int 10, Wis 12, Cha 14
Skills: Climb +10, Concentration +10, Hide +8, Listen +9, Move Silently +5
Feats: Augment Summoning[B], Great Fortitude, Improved Initiative
Environment: Underground
Organization: Solitary or pair
Challenge Rating: 4
Treasure: Standard
Alignment: Usually neutral
Advancement: 6–8 HD (Medium); 9–15 HD (Large)
Level Adjustment: —

A gelatinous creature slides toward you. Its body is nearly transparent except for a number of strangely glowing arcane symbols that seem to float within its protoplasm. The symbols seem to form a circle within the ooze, glowing and pulsing as it moves.

The result of a bizarre summoning ritual gone awry, a summoning ooze is the living embodiment of a summoning circle. Capable of summoning various creatures to do its bidding, a summoning ooze is never fought alone. It surrounds itself with summoned minions that defend it with their lives.

A summoning ooze looks like a translucent blob of protoplasm roughly 4 feet across. The runes of its absorbed summoning circle shift and flash within it, swirling together in a flash of golden arcane light to form a summoning circle whenever the ooze uses its *summon monster* ability.

A summoning ooze is typically motivated primarily by a need to hunt and reproduce. With its reasonable intelligence and an ability to produce whatever minions it might need for whatever purpose it can conceive, it can make a potent foe. Some summoning oozes set their sights on the subjugation of humanoid tribes, supplementing their summoned forces with real minions.

A summoning ooze grows until it reaches 10 Hit Dice, at which time it can split into two 5 HD oozes. Likewise, a summoning ooze with 15 HD can split into three 5 HD oozes or one 10 HD ooze and one 5 HD ooze. Some summoning oozes choose to split as soon as they reach one of these thresholds, while other oozes never split at all. Summoning oozes average 6 feet in diameter and 300 pounds in weight. They do not speak.

Summoning ooze

COMBAT

Summoning oozes are quite perceptive. They prefer to set up ambush situations rather than fight up-front battles. If they can, they position themselves up high away from a preferred battleground, summoning monsters each round down on their prey and only engaging in melee when absolutely necessary.

Acid (Ex): A summoning ooze secretes a natural acid through its protoplasmic membrane. Each of its natural attacks deals an extra 1d6 points of acid damage.

Summon Monster (Sp): Once per round as a standard action, a summoning ooze can summon a creature as the *summon monster I* spell (caster level 20th). The summoned creature remains for 20 rounds or until slain. A summoning ooze can summon a maximum of twice its Hit Dice in creatures per day.

For each additional 2 HD of a summoning ooze above 5, the summoning ooze's *summon monster* ability improves by one spell level (to *summon monster II* at 7 HD, *summon monster III* at 9 HD, and so on, up to a maximum of *summon monster VI* at 15 HD). Each 2 HD gained also increases the summoning ooze's Challenge Rating by 1 (instead of the normal +1 CR per 4 added HD for oozes).

Due to the ooze's Augment Summoning feat, its summoned creatures have a +4 enhancement bonus to Strength and Constitution for the duration of the ability's effect.

Skills: Summoning oozes have a +4 racial bonus on Hide, Listen, and Move Silently checks. A summoning ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Illus. by M. Tedin

SUSURRUS

Large Aberration
Hit Dice: 8d8+24 (60 hp)
Initiative: +1
Speed: 40 ft. (8 squares), climb 20 ft.
Armor Class: 19 (–1 size, +1 Dex, +9 natural), touch 10, flat-footed 18
Base Attack/Grapple: +6/+15
Attack: Claw +10 melee (1d8+5)
Full Attack: 2 claws +10 melee (1d8+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Dronesong, ghost touch, improved grab
Special Qualities: Barbed defense, blindsight 60 ft., darkvision 60 ft., detect undead
Saves: Fort +5, Ref +3, Will +6
Abilities: Str 21, Dex 12, Con 16, Int 7, Wis 11, Cha 16
Skills: Climb +13, Listen +5, Perform (sing) +9
Feats: Cleave, Improved Natural Attack (claw), Power Attack
Environment: Underground
Organization: Solitary or pair
Challenge Rating: 7
Treasure: None
Alignment: Usually neutral
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: —

This headless humanoid shape appears to be covered in glass shards that encircle hollows that run all the way through its body. It lumbers forward on all four limbs, and the slight rasping sound of its scales scraping the floor it mostly masked by a soothing drone that comes from its body.

Illus. by F. Vobwinkel

A susurrus is an otherwise peaceful creature that destroys undead on sight. It moves through underground passages, taking in the air that sustains it. This act creates a susurrating dronesong, sounding like a gentle wind blowing through the trees, that has a curiously stupefying effect on undead. As such, intelligent undead try to kill a susurrus if possible.

Susurrus

A susurrus is 7 feet tall and about as wide. An average susurrus weighs about 500 pounds. Its exoskeleton is honeycombed with tiny ducts and passages through which the creature draws sustaining air. The creature's dronesong echoes through dungeon corridors, and can be heard up to a quarter-mile away.

A susurrus speaks its own hollow-sounding language, which most other creatures do not have the vocal capacity to reproduce. A susurrus lives for several centuries, mating only infrequently.

COMBAT

A susurrus attacks anyone carrying a torch, wielding flame, or otherwise tainting the air that the creature needs to survive. It also attacks undead on sight. Otherwise, it generally keeps to itself. Still, if aggravated, it attacks swiftly and brutally, shredding its foes until they can use no more of its precious air.

Barbed Defense (Ex): Any creature striking a susurrus with a handheld weapon or a natural weapon takes 1d4+6 points of piercing and slashing damage from the susurrus's barbs. Reach weapons, such as longspears, do not endanger their users this way.

Creatures grappling with a susurrus take this damage each round as well.

Blindsight (Ex): A susurrus "sees" by hearing the movement of the air and sensing dead zones occupied by objects. A susurrus in the middle of a *fog cloud* or similar spell or magical effect is blinded. (Normal fog has no effect on a susurrus.)

Detect Undead (Su): A susurrus can use detect undead, as the spell, at will. This effect is always active.

Dronesong (Su): A susurrus's dronesong has no effect on living creatures, but it soothes undead into a state of torpor. This ability functions as a rebuke undead attempt from an evil cleric of a level equal to the susurrus's Hit Dice. An undead so rebuked or commanded is instead put into a state similar to the effect of a *hold undead* spell—it cannot move and doesn't want to. This effect lasts for 10 rounds.

Ghost Touch (Su): A susurrus deals damage normally against incorporeal creatures. Its natural armor bonus becomes a deflection bonus against an incorporeal opponent.

Improved Grab (Ex): To use this ability, a susurrus must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can impale its opponent on its barbed body, dealing 1d4+6 points of piercing and slashing damage each round.

Skills: A susurrus has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

SWAMP STRIDER SWARM

Diminutive Vermin (Swarm)
Hit Dice: 9d8 (40 hp)
Initiative: +9
Speed: 50 ft. (10 squares)
Armor Class: 19 (+4 size, +5 Dex), touch 19, flat-footed 14
Base Attack/Grapple: +6/—
Attack: Swarm (2d6)
Full Attack: Swarm (2d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, wounding
Special Qualities: Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits, water walk, wavesense
Saves: Fort +6, Ref +8, Will +3
Abilities: Str 1, Dex 20, Con 10, Int —, Wis 10, Cha 8
Skills: Hide +21*, Spot +4
Feats: Improved Initiative[B]
Environment: Warm marshes
Organization: Solitary, fleet (2–4 swarms), or flotilla (11–20 swarms)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Swamp strider swarm

A swarm of beetle-sized insects armed with long, spiked suckers skitters across the brackish water toward you.

Swamp striders are predatory insects whose physiology allows them to "walk" on water as easily as on land. They mob large creatures, piercing them with their dangerously long stingers, consuming the blood that leaks into the water. Despite the swarm's dangerous nature, humanoid races sometimes hunt swamp strider swarms, considering roasted striders to be a fine delicacy. An individual strider is 7 inches long and weighs 1/2 pound.

COMBAT

Like any swarm, a swamp strider swarm surrounds and attacks any living warm-blooded prey it encounters. The swarm deals 2d6 points of damage (plus damage from its wounding ability; see below) to any creature whose space it occupies at the end of its move

Distraction (Ex): Any living creature vulnerable to a swam strider swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 14 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a swamp strider swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Water Walk (Ex): Swamp striders can move across water as easily as on land. This ability functions as the *water walk* spell, except that it is an extraordinary ability and the swamp strider swarm actually touches the water rather than floating above it. A swamp strider swarm that is submerged will rise to the surface (as per the spell effect), but if it is forced to remain underwater for 5 rounds or more, it must make a DC 15 Fortitude save every round thereafter or perish.

Wavesense (Ex): A swamp strider swarm notices and locates any creatures within 30 feet as long as they are in the same body of water as the swarm.

Skills: Swamp striders have a +4 racial bonus on Spot checks. *Swamp striders gain a +4 racial bonus on Hide checks when in swamps or wetland terrain.

SWAMP STRIDER SWARMS IN EBERRON

Swamp strider swarms are deadly nuisances in the Crawling Swamp (in the Shadow Marches) and the Vile Marsh (in western Droaam). Dozens of swamp strider swarms surround the ruined keep atop Karthoon Tor, located in the Vile Marsh—drawn to the presence of the vermin lord that lairs there (see the Vermin Lords in Eberron entry, page 185, for more information).

SWAMP STRIDER SWARMS IN FAERÛN

Swamp strider swarms harry travelers passing through the Adder Swamp east of Luthcheq in Chessenta and frequently terrorize the denizens of the Vast Swamp east of Cormyr. Swarms of blind white swamp striders inhabit the Lightless Sea and other Underdark lakes and seas; these Underdark swarms have blindsight instead of darkvision.

Illus. by F. Irving

THORN

Small Fey
Hit Dice: 6d6+12 (33 hp)
Initiative: +6
Speed: 20 ft. (4 squares)
Armor Class: 19 (+1 size, +2 Dex, +3 natural, +2 leaf leather armor, +1 buckler), touch 13, flat-footed 17
Base Attack/Grapple: +3/+2
Attack: Thorn longsword +8 melee (1d6+3/19–20) or longbow +6 ranged (1d6/×3)
Full Attack: Thorn longsword +8 melee (1d6+3/19–20) or longbow +6 ranged (1d6/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sleep arrows, sneak attack +2d6
Special Qualities: Damage reduction 5/cold iron, low-light vision
Saves: Fort +4, Ref +7, Will +5
Abilities: Str 16, Dex 15, Con 15, Int 10, Wis 10, Cha 13
Skills: Diplomacy +3, Hide +17, Listen +9, Move Silently +13, Search +9, Sense Motive +9, Spot +9, Survival +0 (+2 following tracks)
Feats: Improved Initiative, Stealthy, Weapon Focus (longsword)
Environment: Temperate forests
Organization: Solitary, pair, or patrol (3–5)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually neutral good
Advancement: By character class
Level Adjustment: +2 (cohort)

A small humanoid-shaped creature thickly garbed in rubbery leaves holds a buckler and grips a thornlike longsword. Its skin is dark green, and its hair is brown.

Thorn

Illus. by D. Allsop

The warriors of the fey realms, thorns are fanatical defenders. Often, a grig, nixie, or pixie will find that its whimsical or mischievous nature gets it into trouble beyond its ability to manage. Sometimes, a thorn will be around to help such a creature out. These warriors also act as guards or guardians for prestigious fey or important fey sites. For instance, if a dryad ever undertakes a mission important enough to cause her to leave her tree for a time, she endeavors to enlist a thorn to guard it.

Thorns get their name from the unusual longswords they carry, which are made of thorns from carefully cultivated, enormous rose bushes in the faerie courts. Their armor is made from thick, rubbery leaves and gives them protection equivalent to leather.

A thorn stands about 3 feet tall and is very slender, weighing only 25 pounds. Its skin can be any shade of green. Its hair is usually bark-brown, but a few have berry-red tresses.

Thorns speak Common and Sylvan.

COMBAT

Thorns generally do not pick fights, but they will attack anyone or anything that threatens or harms other fey. Like most fey, though, they don't take a direct approach. Instead, they are sneaky creatures that launch vicious attacks from hiding.

Sleep Arrows (Ex): Thorns carry the sleep arrows commonly used by pixies. Any opponent struck by one of these arrows, regardless of Hit Dice, must succeed on a DC 16 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

Sneak Attack (Ex): A thorn can sneak attack as a rogue, gaining an extra 2d6 points of damage on a successful sneak attack.

THORNS IN EBERRON

Thorns inhabit the sylvan woodlands of Aundair, defending their pastoral demesnes against encroaching evil. They also lair in the southern Eldeen Reaches, in the vast woodlands west of Silver Lake, where they routinely confound orc and goblinoid hunters coming down from the Byeshk Mountains.

THORNS IN FAERÛN

Campfire tales about thorns and petals (see page 120) keep the children of the Dalelands from straying too deeply into the surrounding woodlands. The stories suggest that thorns are creatures of mischief, not menace, and local rangers and druids who have encountered thorns generally speak kindly of them. Indeed, thorns fancy themselves as sentinels of Cormanthor, watching over various evil sites that lie half-buried in the darkest reaches of the ancient woods.

TOPIARY GUARDIAN

This neatly trimmed shrub has been impeccably sculpted into the shape of an animal.

A topiary guardian is a shrub or bush sculpted into the shape of an animal and then animated by arcane magic. As much decoration as defense, these creatures guard the courtyards of kings and nobles, blending in seamlessly among ordinary hedge sculptures. The guardians spring to life only when an intruder enters the garden.

Triceratops

Lion

Boar

Topiary guardians

Illus. by H. Lyon

Topiary guardians are as much construct as plant. They are not naturally mobile plant creatures; like golems, their animating force is a spirit from the Elemental Plane of Earth that has been bound to the body via magic. As a result, druids find them distasteful at best, and an abomination at worst. The wealthy landowners who keep the creatures in their gardens rarely worry about such issues, however. They consider the extra security of having a topiary guardian patiently waiting to spring on thieves or assassins more important than the shrub's "feelings."

A topiary guardian is the same size as the creature it imitates, so a lion topiary guardian would have a lion's dimensions. However, a guardian is composed mostly of tiny branches and leaves, making it much lighter than a flesh-and-blood creature of the same size; it weighs only one-quarter as much as its flesh-and-blood counterpart. Topiary guardians do not speak, but do rustle slightly as they move.

COMBAT

A topiary guardian follows the orders of its creator if he is within 90 feet. If uncommanded, it continues to follow the last order it received to the best of its ability, though it attacks any creature that attacks it. The guardian's creator can leave simple orders, such as "Attack any creature entering the garden at night," that the guardian can follow. If a guardian is protecting the home of an important government figure, it is often given orders to pin opponents rather than kill them. Captured intruders can then be arrested and interrogated by the local guard.

Topiary guardians sense vibrations through the ground, making them excellent sentries. When a topiary guardian spots an intruder, it stays perfectly still until the intruder comes within 30 or 40 feet. The animated bush then simply charges, often catching the foe off guard.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard –4 penalty on attack rolls. The creature chooses

whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Skills: A topiary guardian has a +8 racial bonus on Move Silently checks.

BOAR TOPIARY GUARDIAN

Medium Plant
Hit Dice: 5d8+10 (32 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple: +3/+6
Attack: Gore +6 melee (2d6+4)
Full Attack: Gore +6 melee (2d6+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Ferocity, merciful
Special Qualities: Damage reduction 10/slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire
Saves: Fort +6, Ref +4, Will +1
Abilities: Str 17, Dex 16, Con 14, Int —, Wis 10, Cha 1
Skills: Move Silently +11
Feats: —
Environment: Any
Organization: Solitary or garden (2–8)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

A boar topiary guardian stands 3 feet high at the shoulder and is 4 feet long. It weighs about 100 pounds.

Combat

A boar topiary guardian has the following special attack:

Ferocity (Ex): A boar topiary guardian continues to fight without penalty even while disabled or dying.

LION TOPIARY GUARDIAN

Large Plant
Hit Dice: 10d8+40 (85 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 17 (+2 Dex, +6 natural, –1 size), touch 11, flat-footed 15
Base Attack/Grapple: +7/+18
Attack: Claw +13 melee (1d6+7)
Full Attack: 2 claws +13 melee (1d6+7) and bite +8 melee (1d8+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Improved grab, merciful, pounce, rake 1d6+3
Special Qualities: Damage reduction 10/slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire
Saves: Fort +11, Ref +5, Will +3
Abilities: Str 25, Dex 14, Con 18, Int —, Wis 10, Cha 1
Skills: Move Silently +10
Feats: —
Environment: Any
Organization: Solitary or garden (2–8)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

A lion topiary guardian is up to 8 feet long and weighs about 100 pounds.

Combat

A lion topiary guardian has the following special attacks:

Improved Grab (Ex): To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Pounce (Ex): If a lion topiary guardian charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d6+3.

TRICERATOPS TOPIARY GUARDIAN

Huge Plant
Hit Dice: 20d8+120 (210 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 18 (–2 size, +1 Dex, +9 natural), touch 9, flat-footed 17
Base Attack/Grapple: +15/+34
Attack: Gore +24 melee (4d6+16 or Powerful Charge 7d6+16)
Full Attack: Gore +24 melee (4d6+16)
Space/Reach: 15 ft./10 ft.
Special Attacks: Merciful, trample 4d6+16
Special Qualities: Damage reduction 10/slashing, freeze, low-light vision, plant traits, tremorsense 90 ft., vulnerability to fire
Saves: Fort +18, Ref +7, Will +6
Abilities: Str 33, Dex 12, Con 22, Int —, Wis 10, Cha 1
Skills: Move Silently +9
Feats: Powerful Charge[B]
Environment: Any
Organization: Solitary or garden (2–8)
Challenge Rating: 13
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

A triceratops topiary guardian measures 25 feet long and weighs 5,000 pounds.

Combat

A triceratops topiary guardian has the following special attack.

Trample (Ex): Reflex half DC 31. The save DC is Strength-based.

CONSTRUCTION

Creating a topiary guardian begins with acquiring a perfectly sculpted topiary of a boar, lion, or triceratops. Shaping the plant takes six weeks and requires a DC 25 Craft (gardening), Craft (sculpting), or Profession (gardener) check. After the topiary has been properly crafted, the creator must treat it with rare tinctures and oils costing 1/25th the base price of the guardian (800 gp for a Medium topiary guardian, 2,400 gp for a Large topiary guardian, or 4,600 gp for a Huge topiary guardian). Once the topiary is properly treated, the animating ritual can commence. The entire ritual for animation must take place outdoors, since the shrub remains dependent on sun, rain, and soil until the final day of the procedure.

CL 13th; Craft Construct, *awaken*, *geas/quest*, *limited wish*, creator must be a 13th-level caster; Price 20,000 gp (Medium), 60,000 gp (Large), 115,000 gp (Huge); Cost 10,800 + 800 XP (Medium), 32,400 gp + 2,400 XP (Large), 62,100 gp + 4,600 XP (Huge).

ALTERNATIVE TOPIARY GUARDIANS

Creating a topiary guardian that mimics a different animal (of Medium, Large, or Huge size) is possible. Start with the base creature's normal statistics and make the following changes.

Size and Type: The creature's type changes to plant. Recalculate base attack bonus, saves, and skill points based on the topiary guardian's Hit Dice (see below). Size is unchanged.

Hit Dice: Topiary guardians have Hit Dice according to their size. Medium topiary guardians have 5 HD, Large topiary guardians 10 HD, and Huge topiary guardians 20 HD.

Speed: Land speed same as base creature. A topiary guardian does not gain any burrow, climb, fly, or swim speed of the creature on which it is based.

Special Attacks: A topiary guardian gains the following special attack.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard –4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

Special Qualities: A topiary guardian gains the following special qualities.

Damage Reduction (Ex): A topiary guardian has damage reduction 10/slashing.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Tremorsense (Ex): A topiary guardian has tremorsense out to 90 feet.

Vulnerability to Fire: Topiary guardians are vulnerable to fire.

Abilities: A topiary guardian has a specific set of ability scores based on its size, as given below.

Medium: Str 17, Dex 16, Con 14, Int —, Wis 10, Cha 1.

Large: Str 25, Dex 14, Con 18, Int —, Wis 10, Cha 1.

Huge: Str 33, Dex 12, Con 22, Int —, Wis 10, Cha 1.

Skills: A topiary guardian has a +8 racial bonus on Move Silently checks.

Environment: Any.

Organization: Solitary or garden (2–8).

Challenge Rating: As base creature +1 or by size (Medium 3, Large 7, Huge 12), whichever is higher.

Treasure: None.

Alignment: Always neutral.

Advancement: —.

Level Adjustment: —.

TOPIARY GUARDIANS IN EBERRON

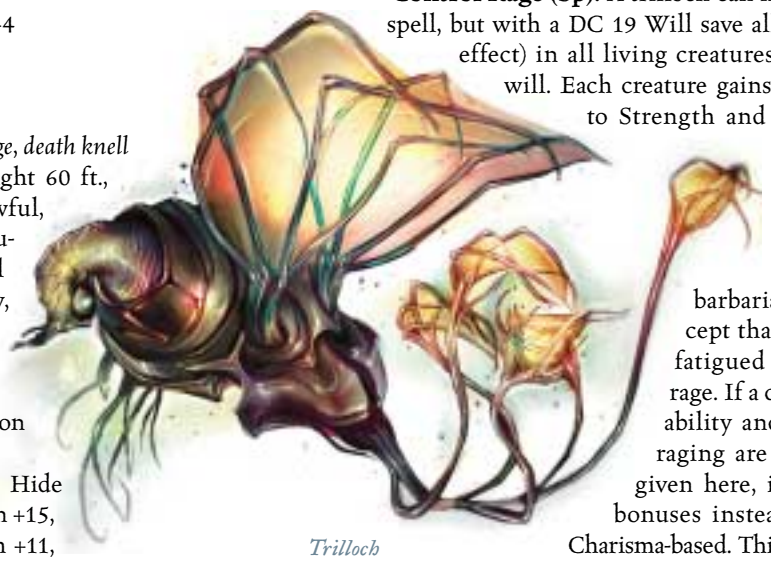
Wealthy Khorvairian nobles as well as members of dragonmarked families are fond of using topiary guardians to protect their estates. Boar topiary guardians are popular with the nobles of Aundair, Thrane, and Breland. Karrnathi and Cyran nobles favor lion topiary guardians. Huge topiary guardians such as the triceratops grace the impeccably sculpted gardens of some dragonmarked noble families.

TOPIARY GUARDIANS IN FAERÛN

Topiary guardians are typically found in places druid circles convene, including city parks and other places where civilization and nature converge. They also protect temples and shrines of Chauntea, Mielikki, Silvanus, and other similar deities. Aquatic elf druids have learned how to fashion underwater topiary guardians from beds of kelp, while in the Underdark topiary guardians are fashioned from sculpted clumps of living moss.

TRILLOCH

Small Outsider (Chaotic, Extraplanar, Incorporeal)
Hit Dice: 8d8+24 (60 hp)
Initiative: +8
Speed: Fly 40 ft. (perfect) (8 squares)
Armor Class: 19 (+1 size, +4 Dex, +4 deflection), touch 19, flat-footed 15
Base Attack/Grapple: +8/+4
Attack: —
Full Attack: —
Space/Reach: 5 ft./5 ft.
Special Attacks: *Control rage*, *death knell*
Special Qualities: Blindsight 60 ft., damage reduction 15/lawful, darkvision 60 ft., immunity to magic, incorporeal traits, natural invisibility, outsider traits
Saves: Fort +9, Ref +10, Will +10
Abilities: Str —, Dex 19, Con 17, Int 11, Wis 18, Cha 18
Skills: Concentration +14, Hide +19, Intimidate +15, Listen +15, Move Silently +15, Search +11, Spot +15, Survival +15 (+17 following tracks)
Feats: Ability Focus (*control rage*), Improved Initiative, Quicken Spell-Like Ability (*death knell*)
Environment: Negative Energy Plane
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always chaotic neutral
Advancement: 9–24 HD (Small)
Level Adjustment: —



Trilloch

Illus. by L. Minnis

There's nothing to be seen here.

A trilloch is a parasite from the Negative Energy Plane. It causes discord and recklessness in creatures around it, and it survives by feeding off the dying essence of those who fall in the midst of the chaos it incites. It always sticks close to a violent creature until the creature is destroyed, and then it will follow those who destroyed it.

A trilloch is naturally invisible. Even if its presence is detected, spells such as *see invisibility* reveal only an amorphous pulse of energy. *True seeing* or a similarly powerful divination is required to see a trilloch's true form—a bizarre cross between a feathery fungus, a crinoid, and a crustacean. A fully extended trilloch might measure some 3 feet long, with a wingspan to match. Trillochs are weightless.

Trillochs cannot speak, but they understand all spoken languages.

COMBAT

A trilloch cannot fight on its own, because it has no attacks. It controls the rage of every creature it can affect, likely preventing spellcasting. As creatures drop to negative hit points, it uses its *death knell* ability to feed off their premature deaths. If harmed, a trilloch fades into a nearby wall.

A trilloch's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for purpose of overcoming damage reduction.

Control Rage (Sp): A trilloch can inspire rage (as a *rage* spell, but with a DC 19 Will save allowed to negate the effect) in all living creatures within 180 feet at will. Each creature gains a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a –4 penalty to AC. This effect is otherwise identical to a barbarian's rage ability, except that the subjects aren't fatigued at the end of the rage. If a creature has the rage ability and its bonuses when raging are greater than those given here, it can use its other bonuses instead. The save DC is Charisma-based. This is a mind-affecting compulsion effect.

An affected creature can end its rage by making a DC 19 Will save. The trilloch can end the rage for any number of creatures prematurely, without affecting other raging creatures. It can also end a rage caused by any other effect, such as a barbarian's rage ability, and in that case the barbarian would become fatigued. A trilloch always ends the rage for a creature who has gone beyond its normal hit points into those granted by the rage, likely killing it.

This effect lasts for as long as the trilloch concentrates on it, plus 1 round per Hit Die of the creature.

Death Knell (Sp): As a quickened action at will, a trilloch can create an effect similar to *death knell* on all creatures within 180 feet. Any living creature in the area that has –1 or fewer hit points must succeed on a DC 16 Fortitude save or die. The trilloch gains no hit points or other benefit from the *death knell*.

Immunity to Magic (Ex): A trilloch is immune to most spells or spell-like abilities that allow spell resistance, except the following: *Detect magic* and *deathwatch* show its location. *Death ward* protects a creature from a trilloch's *control rage* and *death knell* abilities. *Holy word* and *banishment* return it to its home plane. It is treated as an undead creature for the purposes of being affected by *cure* spells and positive and negative levels.

Natural Invisibility (Su): This ability is inherent and not subject to the *invisibility purge* spell.

TRILLOCHS IN EBERRON

In the Eberron campaign setting, trillochs are native to the plane of Mabar, the Endless Night.

TROLL, CAVE

Large Giant
Hit Dice: 9d8+72 (112 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 21 (–1 size, +11 natural armor, +1 Dex), touch 10, flat-footed 20
Base Attack/Grapple: +6/+19
Attack: Claw +11 melee (2d6+12)*
Full Attack: 2 claws +11 melee (2d6+12)* and bite +6 melee (1d8+7)*
Space/Reach: 10 ft./10 ft.
Special Attacks: Dazing blow, improved grab, pounce, rake, rend 4d6+13
Special Qualities: Darkvision 90 ft., fast healing 8, low-light vision, scent
Saves: Fort +14, Ref +4, Will +6
Abilities: Str 29, Dex 13, Con 27, Int 3, Wis 13, Cha 6
Skills: Jump +16, Listen +6, Spot +6, Survival +4**
Feats: Alertness, Iron Will, Power Attack, Track
Environment: Underground
Organization: Solitary or pair
Challenge Rating: 8
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 10–14 HD (Large); 15–27 HD (Huge)
Level Adjustment: +6
*Includes adjustments for Power Attack feat.

This hulking creature is about one and a half times as tall as a human. Its legs end in clawed, three-toed feet, and its massive forearms end in wide, powerful hands with scythelike claws. Its hide is rubbery-looking, and its writhing hair is thick and ropy.

Instinct alone drives the powerful carnivores known as cave trolls. Like their more intelligent kindred, these creatures have no fear of death and attack unceasingly when hungry.

Cave trolls can live almost anywhere, although they prefer to lair underground whenever possible. Whenever a group of hunting cave trolls wanders near a civilized settlement, the trolls attack relentlessly, driven by their nearly insatiable appetite, until they are slain or the entire settlement has been destroyed. A cave troll stands 10 feet tall and weighs 800 pounds.

Cave trolls have a rudimentary understanding of the Giant language.

COMBAT

Cave trolls are brutal, instinctive hunters. They charge into melee combat, using their pounce and rend abilities on the nearest target.

A cave troll normally attacks using its Power Attack feat, taking a –3 penalty on its attack rolls and gaining a +3 bonus on damage rolls.

Dazing Blow (Ex): The force of both of a cave troll's claws hitting can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a DC 22 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Cave troll

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +11, damage 2d6+7. A cave troll that gets a hold can make two rake attacks with its hind legs, including adjustment for Power Attack feat.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+13 points of damage.

Skills: **Cave trolls gain a +4 racial bonus on Survival checks when tracking by scent.

CAVE TROLLS IN EBERRON

Cave trolls often serve more intelligent monsters such as the dark elves of Xen'drik, the hobgoblin warlords of Darguun, and the hag rulers of Droaam. Cave trolls inhabit small subterranean labyrinths within the foothills of the Byeshk Mountains separating the Eldeen Reaches and Droaam, the Howling Peaks north of Zilargo, the Seawall Mountains between Zilargo and Darguun, and the Ironroot Mountains that frame the Mror Holds. Numerous cave trolls of Huge size populate the mountains in central Argonnessen.

CAVE TROLLS IN FAERÛN

Cave trolls can be found wherever caves exist, although they are most commonly encountered in the Galena Mountains south of Vaasa, the Earthspur Mountains west of Impiltur, and the foothills of the Orsraun Mountains west of Turmish. They are also encountered in the Underdark, often serving more intelligent creatures such as beholders, duergar, derro, phaerimms, and deep dragons.

Illus. by H. Lyon

TROLL, CRYSTALLINE

Large Giant
Hit Dice: 10d8+60 (105 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple: +7/+17
Attack: Claw +12 melee (1d6+6)
Full Attack: 2 claws +12 melee (1d6+6) and bite +7 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d6+9
Special Qualities: Darkvision 60 ft., immunity to acid, low-light vision, regeneration 5, scent, vulnerability to sonic
Saves: Fort +13, Ref +5, Will +4
Abilities: Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 8
Skills: Listen +7, Spot +8
Feats: Alertness, Iron Will, Power Attack, Track
Environment: Temperate mountains
Organization: Solitary or gang (2–5)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: +5

This big, bipedal creature is about twice as tall as a human. It has long, ungainly arms and legs. Its hide glimmers faintly, reflecting and refracting light.

Illus. by A. Stokes

More charismatic than an ordinary troll, a crystalline troll is still only slightly less feral. A crystalline troll's skin is made of a glasslike material, making the creature look like a troll covered in rock crystal.

Crystalline trolls stand more upright than ordinary trolls. An adult is 11 feet tall and weighs 600 pounds.

Crystalline trolls speak Giant.

COMBAT

Like an ordinary troll, a crystalline troll has no fear of death and joins combat with vigor and pleasure. It attacks the nearest opponent. Even when being hurt with sonic attacks, the troll will continue its assault.

Rend (Ex): If a crystalline troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Sonic attacks deal normal damage to a crystalline troll. If a crystalline troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

CRYSTALLINE TROLLS AS CHARACTERS

Crystalline troll characters possess the following racial traits.

— +12 Strength, +4 Dexterity, +12 Constitution, –4 Intelligence (minimum 3), –2 Wisdom, –2 Charisma.

—Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

—Space/Reach: 10 feet/10 feet.

—A crystalline troll's base land speed is 30 feet.

—Darkvision out to 60 feet and low-light vision.

—Racial Hit Dice: A crystalline troll begins with ten levels of giant, which provide 10d8 Hit Dice, a base attack bonus of +7, and base saving throw bonuses of Fort +7, Ref +3, and Will +3.

—Racial Skills: A crystalline troll's giant levels give it skill points equal to 13 × (2 + Int modifier, minimum 1). Its class skills are Listen and Spot.

—Racial Feats: A crystalline troll's giant levels give it four feats.

— +7 natural armor bonus.

—Natural Weapons: Claw (1d6) and bite (1d6).

—Special Attacks (see above): Rend, damage 2d6 + Str modifier × 1-1/2.

—Special Qualities: Immunity to acid, regeneration 5, scent, vulnerability to sonic.

—Automatic Languages: Giant. Bonus Languages: Common, Orc.

—Favored Class: Fighter.

—Level adjustment +5.

CRYSTALLINE TROLLS IN EBERRON

Crystalline trolls inhabit the Seawall Mountains and prey on caravans passing through the mountain range. The gnomes of Zilargo have funded excursions into the mountains to wipe out crystalline troll enclaves, although their efforts have met with only modest success. Some crystalline trolls have been captured and enslaved by the goblin armies of Darguun.

Crystalline troll

TROLL, FOREST

Medium Giant
Hit Dice: 5d8+25 (47 hp)
Initiative: +7
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 18 (+3 Dex, +5 natural armor), touch 13, flat-footed 15
Base Attack/Grapple: +3/+6
Attack: Claw +6 melee (1d4+3 plus poison)
Full Attack: 2 claws +6 melee (1d4+3 plus poison) and bite +1 melee (1d4+1) or javelin +6 ranged (1d6+3 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison
Special Qualities: Darkvision 90 ft., fast healing 5, low-light vision, scent
Saves: Fort +9, Ref +4, Will +1
Abilities: Str 17, Dex 16, Con 21, Int 11, Wis 11, Cha 6
Skills: Climb +11, Hide +6 (+8 in jungle or forest settings), Listen +5, Spot +5, Survival +5
Feats: Improved Initiative, Track
Environment: Temperate forests
Organization: Solitary, gang (2–8), or warband (9–24)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +5

This creature has the ape-like posture and rubbery green skin of a troll, but it is merely the size of a large human. Its gaze and posture bespeak an intelligence greater than its troll-like visage would suggest.

Forest troll

Illus. by D. Allsop

Smaller and smarter than other trolls, forest trolls can prove almost as dangerous as their larger kindred to those who underestimate them. Although they lack the size and prodigious strength of their larger cousins, their intelligence makes them capable of sophisticated tactics that other trolls cannot match.

Gifted with a mind at least as adept as that of an average human, a forest troll takes advantage of its amazing recuperative powers with crafty fighting techniques. An adult forest troll stands between 6 and 6-1/2 feet tall and weighs around 250 pounds.

Forest trolls speak Giant.

COMBAT

Crafty and organized hunters, forest trolls prefer to strike from ambush. When possible, they throw their javelins from the safety of the trees and then drop down on their weakened prey. They use sophisticated tactics to capitalize on their fast healing ability, splitting a warband into waves of hunters. Should the first wave encounter dangerous foes, those hunters retreat to allow their wounds to heal while the second and subsequent waves press the attack. By using this tactic, a warband rarely loses a hunter in combat.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Con. Forest trolls create their own special poison made from their saliva to coat their javelins and claws. The save DC is Constitution-based.

Skills: A forest troll has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

The skin of a forest troll changes color somewhat, allowing it to blend in with its surroundings and providing a +2 racial bonus on Hide checks. In forest settings, this bonus improves to +4.

FOREST TROLLS IN EBERRON

Forest trolls are common threats throughout Khorvaire, inhabiting the forests of Zilargo, Darguun, Valenar, Q'barra, Karrnath, and Breland. They are even more prevalent in the jungles of Xen'drik. Although they have been hunted to near extinction on Aerenal by the elves who live there, some continue to populate the deepest jungles of that island continent.

FOREST TROLLS IN FAERÛN

Forest trolls inhabit many of Faerûn's deciduous woodlands. The forest trolls of Chondalwood are known as "muskwarts" because they have warty pustules covering their skin. These pustules expel a horrible musk that burns the eyes. All living creatures (except forest trolls) within 10 feet of the muskwart forest troll must make a successful DC 17 Fortitude save or be blinded for 2d4 rounds. Creatures that successfully save cannot be affected by the same forest troll's blinding musk for 24 hours. The save DC is Constitution-based.

TROLL, MOUNTAIN

Huge Giant
Hit Dice: 15d8+150 (217 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 22 (–2 size, +13 natural armor, +1 Dex), touch 9, flat-footed 21
Base Attack/Grapple: +11/+31
Attack: Greatclub +16 melee (3d8+28)*
Full Attack: Greatclub +16/+11/+6 melee (3d8+28) and bite +11 melee (1d8+11); or 2 claws +16 melee (1d8+17) and bite +11 melee (1d8+11)*
Space/Reach: 15 ft./15 ft.
Special Attacks: Knockdown
Special Qualities: Darkvision 90 ft., fast healing 9, low-light vision, scent, stability
Saves: Fort +19, Ref +6, Will +7
Abilities: Str 35, Dex 12, Con 31, Int 6, Wis 11, Cha 6
Skills: Hide –7 (+1 in mountain settings), Listen +11, Spot +11
Feats: Alertness, Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack
Environment: Any mountains
Organization: Solitary or pair
Challenge Rating: 10
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +5
*Includes adjustments for Power Attack feat.

This hulking creature has thick, gray skin and the rough features of a troll. Its hunched, apelike posture emphasizes its massive bulk and hints at the power of its huge fists.

Mountain troll

Illus. by A. Rex

The massive mountain trolls are the largest members of the troll family. They dwell near mountain peaks and stir from their lairs only to gather food. Like other trolls, mountain trolls have voracious appetites.

Mountain trolls are rarely encountered alone. Brutes and bullies, they casually push around giants, ogres, and smaller trolls. Although giants and ogres make reluctant minions at best, the slow-thinking mountain trolls simply eat any creatures that fail to follow their simplistic commands. A typical mountain troll stands 17 feet tall and weighs 2 tons.

Mountain trolls speak Giant.

COMBAT

Mountain trolls have no concept of fear or caution. When they see something they want (typically something that they want to eat), they take it. If anything or anyone gets in their way, they smash it.

A mountain troll normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls (+10 if using a greatclub).

Knockdown (Ex): A mountain troll that hits with a weapon or claw attack can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the mountain troll.

Stability (Ex): Mountain trolls are exceptionally stable on their feet. A mountain troll has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skills: Mountain trolls can blend in with their mountain surroundings, providing them a +8 racial bonus on Hide checks in the mountains.

MOUNTAIN TROLLS IN EBERRON

Mountain trolls inhabit the Byeshk Mountains separating Droaam and the Eldeen Reaches, and the Shadowcrags bordering the Eldeen Reaches and the Demon Wastes. The former tend to be more in touch with nature, often taking levels of ranger or druid. The latter are more ferocious, sometimes taking levels of barbarian.

MOUNTAIN TROLLS IN FAERÛN

Brutish mountain trolls inhabit the mountains surrounding Halruaa and, to a lesser extent, other mountain ranges across Faerûn. Halruaan mountain trolls have the Improved Natural Attack (bite) feat instead of the Iron Will feat, and their bite attacks deal 2d6+6 points of damage instead of 1d8+6 points. These mountain trolls can be recognized by their oversized fangs.

TROLL, WAR

Large Monstrous Humanoid
Hit Dice: 12d8+84 (138 hp)
Initiative: +7
Speed: 30 ft. in breastplate (6 squares); base speed 40 ft.
Armor Class: 31 (–1 size, +14 natural armor, +5 breastplate, +3 Dex), touch 12, flat-footed 28
Base Attack/Grapple: +12/+22
Attack: Masterwork greatsword +23 melee (2d8+15/19–20) or masterwork composite longbow (+10 Str bonus) +15 ranged (2d6+10/×3)
Full Attack: Masterwork greatsword +23/+18/+13 melee (2d8+15/19–20) and bite +19 melee (1d6+5); or 2 claws +21 melee (1d8+10) and bite +19 melee (1d6+5); or masterwork composite longbow (+10 Str bonus) +15/+10/+5 ranged (2d6+10/×3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Dazing blow
Special Qualities: Damage reduction 5/adamantine, darkvision 90 ft., low-light vision, regeneration 9, scent, spell resistance 20
Saves: Fort +13, Ref +11, Will +12
Abilities: Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10
Skills: Listen +11, Spot +12
Feats: Alertness, Improved Initiative, Iron Will, Multiattack, Weapon Focus (greatsword)
Environment: Any
Organization: Solitary, pair, or gang (3–9)
Challenge Rating: 12
Treasure: Standard (including masterwork greatsword and masterwork composite longbow [+10 Str bonus])
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +6

This hulking creature stands upright. Although it has the feral features of a troll, its rubbery green skin has a dark, metallic tinge and it wears substantial armor. The creature holds a greatsword with ease and is clearly a skilled warrior.

These intelligent and dangerous creatures were bred specifically for war. Never without their weapons and armor, war trolls know nothing of peace, only the chaos of constant battle. They typically travel from battle to battle in mercenary bands. Like forest trolls (see page 179), they are capable of sophisticated tactics that most other trolls cannot match.

Although they are now a separate variety of troll, war trolls were once ordinary trolls of unusual strength and intelligence. Gathered together by a powerful cabal of arcane spellcasters, these trolls were magically engineered and augmented. They were then bred to produce soldiers of incredible power.

War trolls have a great love of magic weapons and armor, and they actively seek such equipment if it is properly sized for their frames. A typical war trolls is 9 feet tall and weighs about 700 pounds.

War trolls speak Giant.

WAR TROLL MERCENARIES

War trolls often gather together in mercenary companies. Although their unruly nature and sheer power makes these mercenaries difficult to control, few armies can stand against them, and they command premium prices. A mercenary soldier (an ordinary war troll) will not sign on for less than 30 gp per day, and a war troll sergeant (4th-level fighter) requires 75 gp per day.

COMBAT

Unlike their troll kindred, war trolls are precise and methodical in combat. They trust their regenerative abilities to see them through a fight against even powerful warriors, so they focus their attention on spellcasters early in any skirmish.

Dazing Blow (Ex): The force of a war troll's blow can be overwhelming. If a war troll hits with a weapon or claw attack, the opponent must make a DC 25 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Regeneration (Ex): Unlike with their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part, the lost portion regrows in 2d4 minutes. The creature can reattach the severed member instantly by holding it to the stump.

WAR TROLLS IN EBERRON

War trolls commonly reinforce Darguul and Droaamite infantry units. War troll mercenaries also saw battle during the Last War, fighting alongside the armies of Breland and Cyre against the armies of Thrane and Karrnath, respectively.

War troll

Illus. by S. Prescott

VASUTHANT

Small Undead
Hit Dice: 2d12 plus 4 (17 hp)
Initiative: +3
Speed: Fly 30 ft. (perfect) (6 squares)
Armor Class: 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple: +1/+1
Attack: Slam +2 melee (1d4)
Full Attack: Slam +2 melee (1d4) and up to 4 enervating crushes (1d4 plus 1d4 Str)
Space/Reach: 5 ft./5 ft.
Special Attacks: Enervating crush, improved grab, reality distortion
Special Qualities: +2 turn resistance, blindsight, darkvision 60 ft., immunity to acid and cold, immunity to light, resistance to fire 5 and electricity 5, trap light, undead traits, unholy toughness
Saves: Fort +0, Ref +3, Will +4
Abilities: Str 10, Dex 16, Con —, Int 4, Wis 12, Cha 14
Skills: Hide +9*, Listen +4, Spot +5
Feats: Flyby Attack, Improved Grapple[B]
Environment: Any
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always chaotic evil
Advancement: 3–5 HD (Small); 6–9 HD (Medium); 10–16 HD (Large); 17–25 HD (Huge); 26–34 HD (Gargantuan); 35–48 HD (Colossal)
Level Adjustment: —

A spherical cloud of impenetrable darkness floats toward you. As it draws near, black tendrils reach out from the cloud's opaque core.

Illus. by S. Wood

Vasuthants are shadowy, undead abominations. These life-hungry creatures vary greatly in size and power, each one growing larger as it sucks in more life energy. Smaller vasuthants appear as shadowy clouds, while larger varieties are colossal spheres of pitch-black nothingness that can suck up nearby light, sap strength, and manipulate gravity and time. Vasuthants possess immunity or resistance to most forms of energy.

A Small vasuthant is about 2 feet in diameter. As it advances in Hit Dice and becomes larger, its diameter increases to 5 feet at Medium size, 10 feet at Large size, 15 feet at Huge size, 20 feet at Gargantuan size, and 30 feet at Colossal size. Vasuthants are weightless and know no languages.

Vasuthant

COMBAT

A vasuthant desires to feed off the positive energy of every living thing it encounters. In every round, the creature attempts to use its improved grab ability to initiate an enervating crush attack.

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of its enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, a vasuthant immediately employs its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effects of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as *daylight*) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and nonmagical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light

vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (though its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. *A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination, it takes a –4 penalty on Hide checks.

HORRIFIC VASUTHANT

Huge Undead
Hit Dice: 25d12 plus 150 (312 hp)
Initiative: +10
Speed: Fly 30 ft. (perfect) (6 squares)
Armor Class: 24 (–2 size, +6 Dex, +10 natural), touch 14, flat-footed 16
Base Attack/Grapple: +12/+39
Attack: Slam +21 melee (2d8+11/19–20)
Full Attack: 2 slams +21 melee (2d8+11/19–20) and up to 4 enervating crushes (4d6+11 plus 1d8 Str)
Space/Reach: 15 ft./15 ft.
Special Attacks: Enervating crush, improved grab, reality distortion, spell-like abilities
Special Qualities: +2 turn resistance, alter past, blindsight, damage resistance 15/magic, darkvision 60 ft., immunity to acid and cold, immunity to light, resistance to fire 25 and electricity 25, trap light, undead traits, unholy toughness
Saves: Fort +8, Ref +14, Will +17
Abilities: Str 32, Dex 23, Con —, Int 10, Wis 16, Cha 23
Skills: Concentration +28, Hide +22*, Listen +29, Move Silently +28, Spot +29
Feats: Alertness, Awesome Blow, Flyby Attack, Improved Bull Rush, Improved Critical (slam), Improved Grapple[B], Improved Initiative, Improved Overrun, Improved Sunder, Power Attack
Environment: Any
Organization: Solitary
Challenge Rating: 17
Treasure: None
Alignment: Always chaotic evil
Advancement: 26–34 HD (Huge); 35–48 HD (Gargantuan)
Level Adjustment: —

A horrific vasuthant has grown massive and terrifying after centuries of absorbing life energy. Horrific vasuthants have more potent reality distortion powers than ordinary vasuthants, in addition to spell-like abilities.

A Huge horrific vasuthant is 15 feet in diameter. As it advances in Hit Dice and becomes larger, its diameter increases to 20 feet at Gargantuan size and 30 feet at Colossal size. Horrific vasuthants are weightless and know no languages.

Combat

A horrific vasuthant has the same abilities as a normal vasuthant except as noted below.

Reality Distortion (Ex): A horrific vasuthant can use this ability at will, but no more than once per round.

Spell-Like Abilities: 4/day—*levitate*, *slow* (DC 19), *telekinesis* (DC 21), *waves of fatigue*; 2/day—*reverse gravity* (DC 23), *waves of exhaustion*; 1/day—*temporal stasis* (DC 24), *time stop*. Caster level 17th.

Alter Past (Su): As a free action, a horrific vasuthant can produce a rift in time that enables it to replay its last turn. The vasuthant returns to the position it occupied when its turn began, and any effects that occurred during that time are reversed (including any readied actions or attacks of opportunity that its actions provoked). If it used any spell-like abilities, it regains the daily uses spent. A horrific vasuthant can use this ability three times per day, but no more than once per round.

Trap Light (Ex): A horrific vasuthant effectively absorbs nearby magical and nonmagical light, creating a 120-foot emanation of shadow. All creatures within this area, including the horrific vasuthant, gain concealment. Creatures with darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a horrific vasuthant moves out of range before the light source's duration expires, the light source illuminates again (though its illumination still cannot extend within the area of the horrific vasuthant's trap light effect).

Unholy Toughness (Ex): A horrific vasuthant gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

Skills: Horrific vasuthants have a +2 racial bonus on Listen checks and Spot checks. *A horrific vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination, it takes a –4 penalty on Hide checks.

VASUTHANTS IN EBERRON

In the Eberron campaign setting, vasuthants are native to the plane of Mabar, the Endless Night. They often lurk in ancient dungeons, hovering near treasure in hopes of feasting on the life energy of powerful adventurers.

VASUTHANTS IN FAERÛN

The Crown Wars ended the legacies of more than one elven empire, mighty Aryvandaar among them. The sun elves of Aryvandaar were fearsome supremacists in command of powerful and destructive magic. Although their empire perished more than ten thousand years before Dalereckoning, the remains of many Aryvandaar sorcerers continue to haunt their empire's ancient ruins as vasuthants—ambitious, power-hungry sun elves consumed by utter darkness.

VERMIN LORD

Large Monstrous Humanoid
Hit Dice: 25d8+150 (262 hp)
Initiative: +5
Speed: 60 ft. (12 squares), burrow 30 ft., climb 30 ft., fly 30 ft. (average)
Armor Class: 30 (–1 size, +5 Dex, +11 natural, +4 *+1 studded leather*, +1 masterwork buckler), touch 14, flat-footed 25
Base Attack/Grapple: +25/+33
Attack: *+2 cold iron scimitar* +30 melee (1d8+6/15–20) or bite +28 melee (1d8+4 plus poison) or claw +28 melee (1d6+4) or *+1 composite longbow* (+4 Str bonus) +30 ranged (2d6+5/×3)
Full Attack: *+2 cold iron scimitar* +30/+25/+20/+15 melee (1d8+6/15–20) and 2 claws +26 melee (1d6+2) and bite +26 melee (1d8+2 plus poison) and sting +26 melee (1d6+2 plus poison); or *+1 composite longbow* (+4 Str bonus) +30/+25/+20/+15 ranged (2d6+5/×3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Command vermin, constrict 1d6+4, improved grab, poison, spell-like abilities, vermin cloud
Special Qualities: Darkvision 60 ft., evasion, immunity to mind-affecting spells and abilities, regeneration 5, spell resistance 25, uncanny dodge
Saves: Fort +17, Ref +22, Will +18
Abilities: Str 19, Dex 21, Con 22, Int 18, Wis 13, Cha 17
Skills: Balance +20, Climb +20, Concentration +20, Diplomacy +5, Hide +20, Jump +40, Knowledge (arcana) +9, Knowledge (nature) +15, Listen +8, Move Silently +10, Search +14, Sense Motive +10, Spellcraft +11 (+13 to decipher scrolls), Spot +19, Survival +1 (+3 aboveground or following tracks), Tumble +27, Use Magic Device +26 (+28 involving scrolls)
Feats: Combat Casting, Dodge, Improved Critical (scimitar), Mobility, Multiattack, Point Blank Shot, Power Attack, Precise Shot, Spring Attack
Environment: Underground
Organization: Solitary, pair, or gang (3–6)
Challenge Rating: 17
Treasure: Standard including possessions (see text)
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: —

The insectlike creature before you stands 12 feet tall on locust legs. It has four arms, two of which wield a sword and shield in chitinous hands while the others bear large, scorpionlike claws. Beneath its armor, its body is covered with green and black chitin. Pincers project from its mouth, and a scorpion's tail quivers behind it. As it steps forward, the beetlelike carapace on its back flickers open and closed, causing the great wasp wings beneath to rustle like dry leaves.

Vermin lords are largely solitary creatures that roam the underground and visit surface jungles in search of tractable creatures they can enslave under their rule. Vermin lords have great power over vermin, and they see their lordship over other creatures as a natural extension of their divine right to rule.

Vermin lords rarely work together due to their jealousy of one another, but vermin lords who meet often have their slaves battle one another to decide primacy. The victor gains the other vermin lord as a vassal and, if of the opposite gender, as a mate.

Vermin lords don't create anything for themselves and instead scavenge items of use to them from other cultures or force their slaves to make them items as tribute. They particularly value magic items due to their natural affinity for the use of such objects. A vermin lord stands 12 feet tall and weighs 1,500 pounds.

Vermin lords speak several languages in an effort to learn more about the magic of other creatures. Most speak Common, Draconic, Elven, Dwarven, and Undercommon.

COMBAT

Vermin lords are strong melee combatants, but they prefer to allow vermin minions to do their fighting. Vermin lords make judicious use of their magic items and those plucked from fallen foes.

Command Vermin (Su): A vermin lord can compel vermin to do its bidding. As a standard action, a vermin lord can target a vermin within 100 feet. The vermin must succeed on a DC 25 Will save or be controlled. The controlling effect functions as a *dominate monster* spell from a 20th-level caster. A vermin lord can command up to ten vermin at one time.

Improved Grab (Ex): To use this ability, a vermin lord must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it gets a hold and can constrict. A vermin lord can use either its Strength modifier or its Dexterity modifier for grapple checks.

Constrict (Ex): A vermin lord deals automatic claw damage on a successful grapple check.

Poison (Ex): Injury, Fortitude DC 28, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spell-Like Abilities: At will—*repel vermin* (DC 17); 5/day—*summon swarm* (spiders only); 3/day—*giant vermin, insect plague, creeping doom*. Caster level 20th.

Vermin Cloud (Su): A vermin lord is constantly surrounded by a 5-foot-radius cloud of flying and crawling insects of all kinds. The cloud grants the vermin lord concealment from any creature outside the cloud.

In addition, when a vermin lord ends its move within 5 feet of a creature or with a creature in its space, the creature takes 2d6 points of damage and must succeed on a DC 28 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based. The damage of the vermin cloud can be reduced by damage reduction normally, but even creatures that take no damage can become nauseated. Vermin and other vermin lords are immune to the vermin cloud's effect.

The vermin that make up the cloud are unaffected by the *repel vermin* spell and similar effects. Effects that would damage the vermin of the cloud have no effect, because more vermin instantly appear to replenish the cloud.

A vermin lord can suppress its vermin cloud or renew its use as a free action. If it does not suppress the cloud, it takes a –10 penalty on Move Silently and Hide checks.

Evasion (Ex): If a vermin lord succeeds on a Reflex save against an effect that causes half damage with a successful save, the vermin lord takes no damage from the effect.

Regeneration (Ex): Cold deals normal damage to a vermin lord. If a vermin lord loses a body part, the lost limb regrows in 3d6 minutes. It can reattach the severed member instantly by holding it to the stump.

Uncanny Dodge (Ex): A vermin lord reacts to danger before its senses would normally allow. It retains its Dexterity bonus to Armor Class even if it is caught flat-footed or struck by an invisible attacker. A vermin lord still loses its Dexterity bonus to AC when immobilized.

Skills: A vermin lord has a +5 racial bonus on Hide, Jump, Search, Spot, and Tumble checks. A vermin lord has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: *+1 studded leather armor, +2 cold iron scimitar, +1 composite longbow* (+4 Str bonus), *cloak of resistance +3, wand of fireball.* (Different vermin lords may have different possessions.)

VERMIN LORDS WITH CLASS LEVELS

A vermin lord's favored class is rogue. Some indulge their interest in magic, becoming sorcerers or wizards, but most vermin lords that are not rogues become rangers to aid themselves in their wandering.

TACTICS ROUND-BY-ROUND

A vermin lord is most effective on a battlefield thoroughly covered by vermin.

Prior to Combat: Before a battle, a vermin lord uses any protective magic items that it possess on itself and makes several Colossal vermin using its *giant vermin* spell-like ability. If it has a scroll of *greater invisibility*, it uses it on itself. If possible, it uses its command vermin ability on the giant vermin to give itself more tactical control in the coming battle. After making preparations, it suppresses its vermin cloud, hides, and follows its giant vermin into combat.

First Round: Summon ten centipede swarms from hiding using *creeping doom* and place them to hedge in foes against the attacking giant vermin.

Second Round: If not spotted in the first round, use *insect plague* around flying foes or *summon swarm* around a climbing enemy. If spotted, move out of sight, hide behind a giant vermin and then use *insect plague*.

Third Round: If not spotted, continue to use *summon swarm, insect plague, giant vermin, and creeping doom,* hoping to entrap enemies and wear them down over several rounds. If spotted, renew the vermin cloud and use a damaging magic item against foes, hoping to remain at range.

Following Rounds: If engaged in melee, disengage and charge a foe that has many obvious magic items or has demonstrated the use of a powerful item. Use a claw attack against that foe, attempting to grapple and then kill the foe and make use of the foe's magic items.

A vermin lord relies on giant vermin to occupy strong melee combatants while it focuses its attacks on enemies that seem likely to succumb to its vermin cloud and poison.

Vermin lord

Illus. by R. Lemen

VERMIN LORDS IN EBERRON

Vermin lords occasionally rule their own vermin-infested cities and demesnes in the heart of Xen'drik. They occasionally form pacts with the drow, but these alliances are tenuous at best. Although most vermin lords keep a low profile, a vermin lord calling itself Miirkym has taken residence in a ruined keep atop Karthoon Tor, a hill rising from the Vile Swamp in western Droaam. Adventurers seeking to destroy the vermin lord and retrieve the keep's buried treasures have been driven back by deadly swarms of insects surrounding the structure and larger kinds of vermin within the ruined keep itself.

A few vermin lords have found their way to Khorvaire, taking up residence beneath large cities such as Sharn and Korranberg.

VERMIN LORDS IN FAERÛN

In the Forgotten Realms campaign setting, vermin lords typically do not see eye to eye with the drow, although small gangs of them often make their lairs close to drow cities (where vermin are common).

VISILIGHT

Medium Outsider (Lawful)
Hit Dice: 5d8+10 (32 hp)
Initiative: +2
Speed: 30 ft. (6 squares), fly 30 ft. (perfect)
Armor Class: 19 (+2 Dex, +7 natural), touch 12, flat-footed 17
Base Attack/Grapple: +5/+10
Attack: Claw +6 melee (1d6+1)
Full Attack: 2 claws +6 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Charisma drain, gaze
Special Qualities: Damage reduction 5/chaotic, outsider traits, telepathic link 100 ft.
Saves: Fort +6, Ref +6, Will +6
Abilities: Str 13, Dex 15, Con 15, Int 14, Wis 15, Cha 14
Skills: Hide +10, Intimidate +10, Knowledge (any three) +10, Listen +10, Move Silently +18, Search +10, Spot +10, Survival +10
Feats: Improved Grapple[B], Improved Sunder, Power Attack
Environment: Clockwork Nirvana of Mechanus
Organization: Solitary or patrol (2–5)
Challenge Rating: 5
Treasure: None
Alignment: Always lawful neutral
Advancement: —
Level Adjustment: —

Illus. by L. Parrillo

Visilight

A floating humanoid wearing a tight-fitting, floor-length black dress drifts toward you. The creature's black garb contrasts sharply with the chalky whiteness of its skin. Its face is a hollow porcelain mask, and the back of its steel-haired head is missing. Hovering in the hollow of its head is a pale ball of light that shines through the mask's eyes and mouth.

The ball of light that hovers behind a visilight's mask is the sentient part of the creature. This ball of light sheds bright illumination in a 5-foot radius and shadowy illumination out to 10 feet. When a visilight is killed, its ball of light explodes in a brief and harmless radiant burst that turns the porcelain-white hands and mask to dust, leaving nothing behind but the empty black dress.

Visilights equate beauty with perfection. On their native plane of Mechanus, they strive to absorb beauty, thus bringing themselves closer to perfection, while simultaneously eradicating ugliness. In these pursuits, they are both insatiable and merciless. A visilight stands 6 feet tall and is weightless.

Visilights communicate with each other by means of their telepathic link and body gestures. They cannot speak and do not communicate with other kinds of creatures.

COMBAT

A visilight typically wades into combat flailing its powerful fists, preferring to strike opponents that have become paralyzed by its fearsome gaze. Its fists are as hard as steel; it uses its Improved Sunder feat to destroy weapons, shields, and other annoying items.

A visilight's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Charisma Drain (Su): A visilight feeds on great beauty and presence, and it is irresistibly drawn to exceptionally charismatic humanoids. When confronted by a humanoid with a Charisma score higher than its own, a visilight attempts to grapple and pin it. Any living creature pinned by a visilight takes 1d6 points of Charisma drain each round on the visilight's turn. As the visilight begins absorbing its victim's personality, its mask begins to reshape itself to more closely resemble the visage of the individual being drained. For every point of Charisma it drains, a visilight's Charisma score temporarily increases by 1. A visilight loses these gained points of Charisma at a rate of 1 point per hour; as this occurs, its porcelain mask gradually reverts to its original shape.

Gaze (Su): Paralysis for 1d4 rounds, 30 feet, Fortitude DC 14 negates. A paralyzed opponent cannot resist a visilight's grapple or pin attempt. As the visilight's Charisma score improves (see Charisma Drain, above), the save DC against its gaze attack increases. The save DC is 10 + 1/2 the visilight's Hit Dice + the visilight's Cha modifier.

Telepathic Link (Ex): Visilights share a communal consciousness, enabling them to communicate telepathically with other visilights. A group of visilights within 100 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No visilight in the group is considered flanked unless all are.

Skills: A visilight's ability to float in near silence gives it a +8 racial bonus on Move Silently checks.

VISILIGHTS IN EBERRON

In the Eberron campaign setting, visilights are native to the plane of Daanvi, the Perfect Order.

VOIDMIND CREATURE

As much as mind flayers enjoy devouring the brains of lesser creatures, they remain interested in finding new ways to create minions. Many creatures are preserved in mind flayer cities and communities for research, or to serve as the basis for a new monstrous creation suitable as a servant for the illithids.

In ages past, mind flayers experimented to discover the proper method to create a new servitor race, consuming a great many creatures' brains in the process. Only when one illithid proposed leaving a portion of the brain intact—enough to preserve the motor functions of the body—was the first voidmind creature created. A voidmind creature hovers on death's door as a result of the process of its creation, drawing power from the psionic ritual used to infuse it with a semblance of life.

The creation of a voidmind creature requires the joint effort of three illithids, one of which must be the mind flayer that succeeded in attaching all four tentacles to the creature's skull. They begin by eating portions of the subject's brain until just the part is left that allows the creature to move. Into the near-empty skull, through the holes created by the tentacles, is poured a quantity of psionically charged, translucent green goo. When the voidmind creature's cranium is again full, the mind flayers fill the four holes in the skull with dabs of mucus that quickly solidify into loose-fitting plugs. At the end of the process, the creature is ready and willing to do the foul bidding of its masters.

A voidmind creature can think for itself. Although its brain is nearly gone, the psionic slime put in to replace the gray matter gives the creature the ability to function even better intellectually than it could before the transformation. The voidmind process also leaves a creature faster, stronger, tougher, and (most important to the mind flayers) unchanged in physical appearance. A voidmind creature looks in every way like the creature from which it was made, except for the four plugged holes in its head (which are evident upon close inspection, should the opportunity arise) that occasionally leak a small amount of the greenish fluid. A voidmind creature makes a near-perfect spy for the illithids, able to return to its home and its former life with little fear of detection while gathering information in preparation for the illithids' inevitable onslaught.

A voidmind creature is bound to its three mind flayer masters (see the mind flayer host special quality, below). However, some have won free of their masters. If all three of the illithids bonded to a voidmind creature are slain, the creature regains its free will, though it remains physically altered. In addition, a carefully worded *wish* or *miracle* spell can free a voidmind creature of its bond and even reverse the process, although the illithids bonded to the creature become aware of such an attempt and usually seek out their wayward servant for the purpose of recapturing it or killing it outright.

SAMPLE VOIDMIND CREATURE

This example uses a grimlock as the base creature.

Voidmind Grimlock
Medium Monstrous Humanoid
Hit Dice: 2d8+6 (15 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple: +2/+6 (+10 with tentacle)
Attack: Battleaxe +6 melee (1d8+6/×3) or tentacle +6 melee (1d6+4)
Full Attack: Battleaxe +6 melee (1d8+6/×3) and tentacle +6 melee (1d6+4)
Space/Reach: 5 ft./5 ft. (tentacle up to 10 ft.)
Special Attacks: Cone of slime, constrict 1d6+6, improved grab, sentient tentacle
Special Qualities: Blindsight 40 ft., damage reduction 5/magic, immunities, mind flayer host, scent, spell resistance 12
Saves: Fort +5, Ref +5, Will +2
Abilities: Str 19, Dex 15, Con 17, Int 12, Wis 8, Cha 4
Skills: Bluff +1, Climb +6, Escape Artist +6, Hide +4*, Intimidate +1, Listen +5, Spot +3
Feats: Alertness, Combat Reflexes, Great Fortitude, Track[B]
Environment: Underground
Organization: Solitary
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +5

This eyeless, muscular humanoid has a trickle of pale green, translucent goo running down its neck.

A voidmind grimlock serves as a spy for its mind flayer masters in its home enclave.

COMBAT

In a battle, a voidmind grimlock uses its cone of slime attack, attempting to catch as many opponents in it as possible, before resorting to its weapon and tentacle attacks.

Cone of Slime (Su): Once per day, a voidmind grimlock can spray forth a 30-foot cone of slime from inside its skull that deals 2d6 points of acid damage (Reflex DC 14 half). Any creature damaged by the slime takes a –2 penalty on Will saves and is stunned for 1d4+1 rounds (Fortitude DC 14 negates the stunned effect). The save DCs are Constitution-based.

Constrict (Ex): A voidmind grimlock deals 1d6+6 points of damage with a successful grapple check when grappling with its tentacle.

Improved Grab (Ex): To use this ability, a voidmind grimlock must hit a Medium or smaller creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. A voidmind grimlock has a +4 racial bonus on grapple checks

made with its tentacle. If it wins the grapple check, it establishes a hold and can constrict.

Sentient Tentacle (Ex): A voidmind grimlock's tentacle attacks of its own accord. The creature can direct it to attack certain targets, but the psionic nature of the tentacle enables it to flex and move in combat without hindering the creature's other combat abilities. A voidmind grimlock that has successfully grappled a creature with its tentacle can attack another creature at no penalty, as long as that creature is within 10 feet.

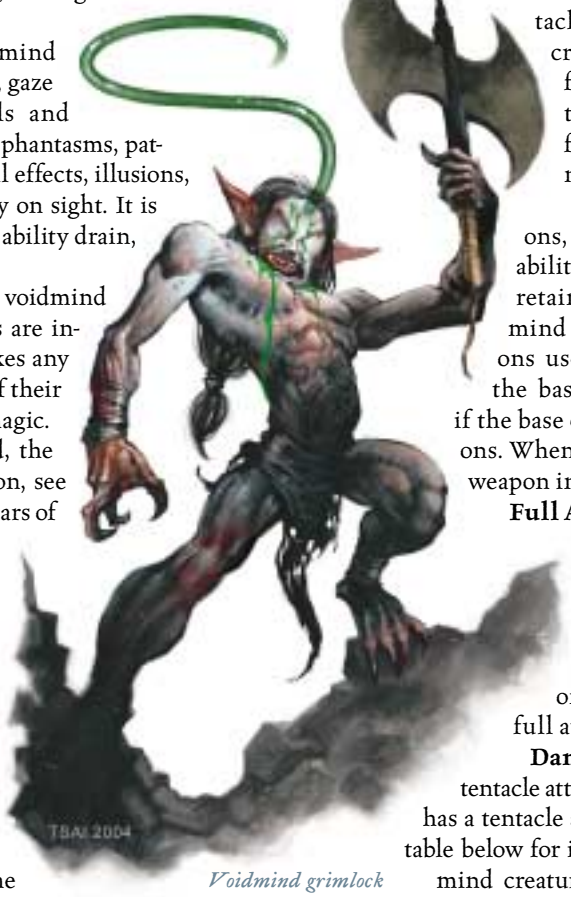
Immunities (Ex): A voidmind grimlock has immunity to acid, gaze attacks, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), visual effects, illusions, and other attack forms that rely on sight. It is also immune to ability damage, ability drain, and energy drain.

Mind Flayer Host (Su): A voidmind grimlock's mind flayer masters are instantly aware if the creature takes any damage, wanders out of range of their control, or is the target of any magic.

Also as a result of this bond, the masters can, as a standard action, see and hear through the eyes and ears of their bonded voidmind grimlock to a range of five miles. Maintaining this link requires a mind flayer to concentrate, but the mind flayer remains aware of its surroundings and can move normally.

Finally, any one of the three masters can take control of the voidmind grimlock, at will, as the *dominate monster* spell (no save). While controlling the voidmind grimlock in this fashion, a mind flayer can manifest its own innate psionic abilities through the voidmind grimlock, as though the creature were manifesting the ability itself. Any of the mind flayer's psionic powers used in this fashion can target or affect creatures within range, line of sight, and line of effect of the voidmind creature. So, for example, a mind flayer can use *plane shift* to send the voidmind grimlock to another plane, or it could send itself to another plane. Likewise, the mind flayer could use *suggestion* on a target it sees through the voidmind grimlock's eyes.

Skills: Voidmind creatures have a +4 racial bonus on Bluff, Escape Artist, and Intimidate checks. *In addition, a grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when the creature is in mountains or underground.



Illus. by F. Tsai

Voidmind grimlock

CREATING A VOIDMIND CREATURE

"Voidmind" is an acquired template that can be added to any living aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or outsider (referred to hereafter as the base creature) of Tiny to Huge size.

A voidmind creature uses all the base creature's statistics and special abilities except as noted here.

Armor Class: Natural armor bonus improves by 4 (this stacks with any natural armor bonus the base creature has).

Attacks: A voidmind creature gains a tentacle attack. At will, the creature can extrude a tentacle (resembling an oversized mind flayer tentacle) from the psionic slime in the creature's skull. This tentacle sprouts from the head of the voidmind creature and can attack with a reach 5 feet longer than the base creature's normal reach.

If the base creature can use weapons, the voidmind creature retains this ability. A creature with natural weapons retains those natural weapons. A voidmind creature fighting without weapons uses the primary natural attacks of the base creature, or the tentacle attack if the base creature doesn't have natural weapons. When it has a weapon, it usually uses the weapon instead.

Full Attack: A voidmind creature fighting without weapons uses the natural weapons of the base creature, or its tentacle attack if the base creature doesn't have natural weapons. If armed with a weapon, it uses the weapon to make its full attack.

Damage: A voidmind creature gains a tentacle attack. Even if the base creature already has a tentacle attack, use the damage value on the table below for its new tentacle. In addition, a voidmind creature gains the improved grab ability with its tentacle (see Special Attacks, below).

Size	Tentacle Damage
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6

Special Attacks: A voidmind creature retains all the special attacks of the base creature and also gains the following special abilities.

Cone of Slime (Su): Once per day as a standard action, a voidmind creature can expel the psionically charged slime in its head in a 30-foot cone. This attack deals 1d6 points of acid damage per Hit Die of the voidmind creature (maximum 20d6). A successful Reflex save (DC 10 + 1/2 voidmind creature's racial Hit Dice + voidmind creature's Con modifier) halves the damage. In addition, any creature that takes damage from the spray takes a –2 penalty on its Will saves and is stunned for 1d4+1 rounds (Fortitude save negates the stun; save DC same as above). The psionic

slime replenishes itself automatically in 24 hours. The save DCs are Constitution-based.

Constrict (*Ex*): A voidmind creature gains the ability to constrict its victim with a successful grapple check. When it constricts, one of its tentacles deals damage based on the creature's size (see the table below), plus its Strength bonus × 1-1/2.

Size	Constrict Damage
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6

Improved Grab (*Ex*): To use this ability, a voidmind creature must hit a creature of its size category or smaller with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. A voidmind creature has a +4 racial bonus on grapple checks made with its tentacle. If the creature wins the grapple check, it establishes a hold and can constrict.

Sentient Tentacle (*Ex*): A voidmind creature's tentacle attacks of its own accord. The creature can direct it to attack certain targets, but the psionic nature of the tentacle enables it to flex and move in combat without hindering the creature's other combat abilities. A voidmind grimlock that has successfully grappled a creature with its tentacle can attack another creature at no penalty, as long as that creature is within a distance equal to the tentacle's reach.

Special Qualities: A voidmind creature retains all the special attacks of the base creature and also gains the following special abilities.

Damage Reduction (*Ex*): A voidmind creature has damage reduction 5/magic.

Immunities (*Ex*): A voidmind creature has immunity to acid and mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects). It is also immune to ability damage, ability drain, and energy drain.

Mind Flayer Host (*Su*): Three mind flayers form a bond with any voidmind creature they create. A different mind flayer cannot bond itself to a voidmind creature after creation. The creature's masters are instantly aware if the creature takes any damage, wanders out of range of their control, or is the target of any magic.

Also as a result of this bond, the masters can, as a standard action, see and hear through the eyes and ears of their bonded voidmind creature to a range of five miles. Maintaining this link requires a mind flayer to concentrate, but the mind flayer remains aware of its surroundings and can move normally.

Finally, any one of the three masters can take control of the voidmind creature, at will, as the *dominate monster* spell (no save). While controlling the voidmind creature in this fashion, a mind flayer can manifest its own innate psionic abilities through the voidmind creature, as though the creature were manifesting the ability itself. Any of the mind flayer's psionic powers used in this fashion can target or affect creatures within range, line of sight, and line of effect of the voidmind creature. So, for example, a mind flayer can use *plane shift* to send the voidmind creature to another plane, or it could send itself to another plane. Likewise, the mind flayer could use *suggestion* on a target it sees through the voidmind creature's eyes.

Spell Resistance (*Ex*): Voidmind creatures gain spell resistance equal to 10 + Hit Dice.

Abilities: Change from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Cha –2 (minimum 1).

Skills: Voidmind creatures have a +4 racial bonus on Bluff, Escape Artist, and Intimidate checks. Otherwise same as the base creature.

Feats: A voidmind creature gains Alertness, Combat Reflexes, and Great Fortitude, if the base creature meets the prerequisites and doesn't already have these feats.

Organization: Solitary.

Challenge Rating: +1.

Treasure: Standard.

Alignment: Usually lawful evil (an enslaved voidmind creature has the alignment of its illithid masters, while a free-willed voidmind creature has the alignment of the base creature).

Level Adjustment: +3.

VOIDMIND CREATURES IN EBERRON

Voidmind creatures are encountered throughout Khyber, and their presence usually hearkens to an illithid enclave in the area. Illithids will often graft antennae, grasping mandibles, and extra raking tentacles onto their voidmind guardians, adding to their freakish appearance and foul demeanor. Some mind flayers do this to impress their peers and rivals, while others strive to emulate or surpass the ingenuity of their daelkyr overlords.

VOIDMIND CREATURES IN FAERÛN

Mind flayers in the undercity of Oryndoll (especially members of the city's Abysmal creed) create voidmind creatures to terrify nonillithids throughout the Underdark. Quaggoths are by far the most common subjects for voidmind experimentation, although illithids are always creating horrible new voidmind varieties.

IDENTIFYING A VOIDMIND CREATURE

An observer can notice the holes in a voidmind creature's head by making a DC 10 Spot check, or by succeeding on a Spot check opposed by the creature's Disguise check if it is actively trying to conceal its true nature. The creature receives a +5 bonus on this check, because the change in appearance involves minor details only (see page 73 of the *Player's Handbook*).

If the creature's head is covered by armor or clothing, it receives an additional +5 bonus on its Disguise check.

WARFORGED

Originally built to serve as mindless war machines, the creatures known as warforged developed intelligence as a side effect of the arcane experiments that sought to make them the ultimate weapons of destruction. With each successive model that emerged from the creation forges, the warforged evolved until they became a new type of being—living constructs.

Warforged are renowned for their combat prowess, their size, and their single-minded focus. They make steadfast allies and fearsome enemies. They were made for war, and they continue to perform their function with distinction. They fight fiercely and usually without remorse, displaying adaptability impossible in a mindless construct. In times of peace, the warforged often struggle to adapt to a new kind of life without war. Some settle easily into new roles as artisans or laborers, while others wander as adventurers or even continue fighting as if war had never ceased.

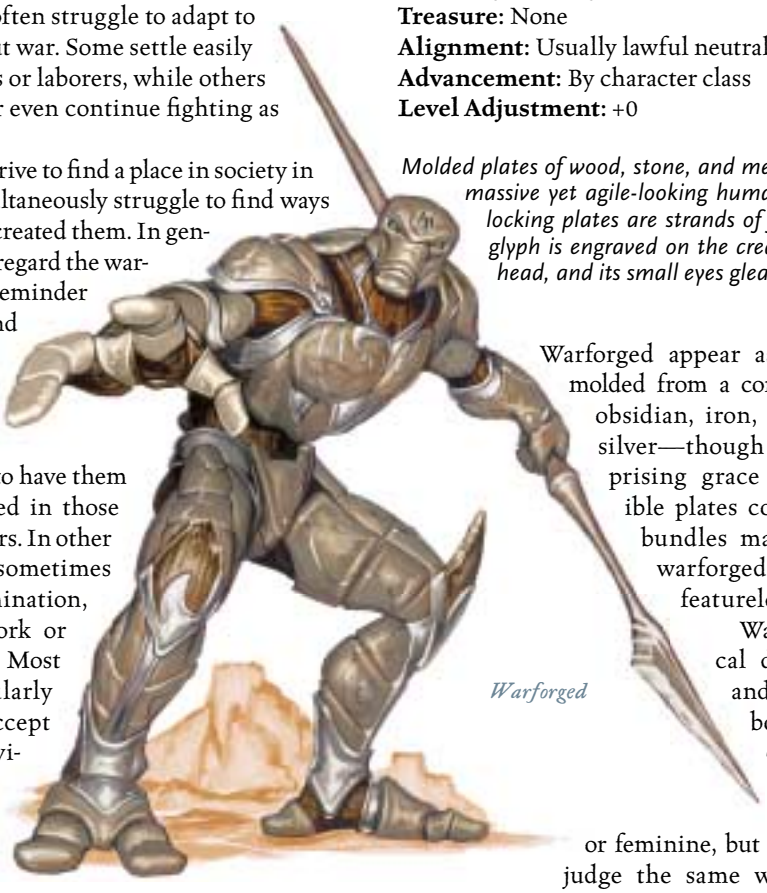
Just as the warforged strive to find a place in society in times of peace, they simultaneously struggle to find ways to relate to the races that created them. In general, the humanoid races regard the warforged as an unpleasant reminder of the brutality of war and avoid dealing with them when possible. Some societies regard them as the property of the military forces that paid to have them built, and most warforged in those lands serve as slave laborers. In other lands, they are free but sometimes the victims of discrimination, hard-pressed to find work or any kind of acceptance. Most warforged, not particularly emotional creatures, accept their struggles and servitude with equanimity, but others seethe with resentment against all other races as well as those warforged whose only desire is to please their "masters."

Living Construct Traits (Ex): As living constructs, warforged possess a number of racial traits (see page 215).

WARFORGED

Warforged, 1st-Level Warrior
Medium Construct (Living Construct)
Hit Dice: 1d8+2 (6 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 15 (+5 Mithral Body), touch 10, flat-footed 15
Base Attack/Grapple: +1/+2
Attack: Spear +2 melee (1d8+1/×3) or slam +2 melee (1d4+1) or spear +1 ranged (1d8+1/×3)
Full Attack: Spear +2 melee (1d8+1/×3) or slam +2 melee (1d4+1) or spear +1 ranged (1d8+1/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Composite plating, light fortification, living construct traits
Saves: Fort +4, Ref +0, Will –1
Abilities: Str 13, Dex 11, Con 14, Int 9, Wis 8, Cha 6
Skills: Intimidate +1, Jump +0
Feats: Mithral Body
Environment: Any land
Organization: Solitary, pair, or squad (4–20 plus 1 3rd-level sergeant)
Challenge Rating: 1/2
Treasure: None
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +0

Molded plates of wood, stone, and metal cover the body of this massive yet agile-looking humanoid. Beneath the interlocking plates are strands of fibrous sinew. An arcane glyph is engraved on the creature's mostly featureless head, and its small eyes gleam with intelligence.



Illus. by M. Cavotta

Warforged

Warforged appear as massive humanoids molded from a composite of materials—obsidian, iron, stone, darkwood, and silver—though they move with surprising grace and flexibility. Flexible plates connected with fibrous bundles make up the body of a warforged, topped by a mostly featureless head.

Warforged have no physical distinction of gender, and all warforged have a body shape that is basically male. In personality, some warforged seem more masculine or feminine, but different people might judge the same warforged in different ways. The warforged themselves seem wholly unconcerned with matters of gender. The warforged do not age naturally, though their bodies do decay slowly even as their minds improve through learning and experience.

Warforged are able to modify their bodies through magic. Many warforged are adorned with heavier metal plates than those their creator originally provided, built-in weaponry, and other enhancements to their physical form, which helps to differentiate one warforged from another. A warforged stands between 6 and 6-1/2 feet tall and weighs about 300 pounds.

Warforged speak the language of their creators, usually Common.

Combat

Warforged are built for combat, and they carry out that task admirably. Though they are capable of emotion, few warforged allow it to cloud the business of war. They fight efficiently and brutally, while remaining remarkably calm in the heat of battle.

Composite Plating (Ex): The plating used to build a warforged provides a +2 armor bonus. This plating is not natural armor and does not stack with other effects that give an armor bonus (other than natural armor). This composite plating occupies the same space on the body as a suit of armor or a robe, and thus a warforged cannot wear armor or magic robes. A warforged can be enchanted just as armor can be. The creature must be present for the entire time it takes to enchant him.

Composite plating also provides a warforged with a 5% arcane spell failure chance, similar to the penalty for wearing light armor. Any class ability that allows a warforged to ignore the arcane spell failure chance for light armor lets him ignore this penalty as well.

Light Fortification (Ex): When a critical hit or sneak attack is scored on a warforged, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

The warforged warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Warforged as Characters

Most warforged have levels in martial classes such as warrior, fighter, or occasionally paladin, ranger, or barbarian. Some warforged abandon their warlike heritage, becoming spellcasters or even rogues.

Warforged characters possess the following racial traits.

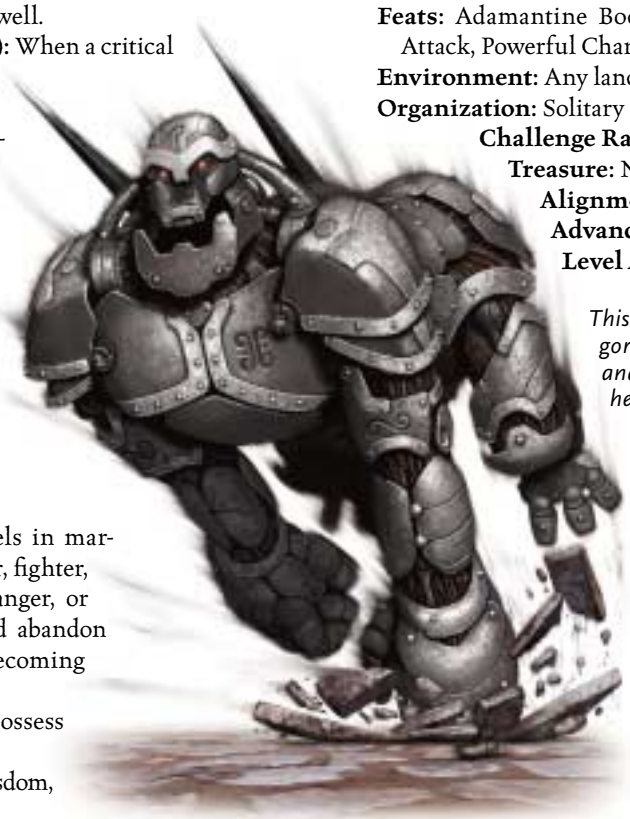
—+2 Constitution, –2 Wisdom, –2 Charisma.

—Warforged base land speed is 30 feet.

—Special Qualities (see above): Composite plating, light fortification, living construct traits.

—Automatic Language: Common. Bonus Languages: None.

—Favored Class: Fighter.



Warforged charger

WARFORGED CHARGER

Large Construct (Living Construct)
Hit Dice: 4d10+20 (42 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 17 (–1 size, +8 Adamantine Body), touch 9, flat-footed 17
Base Attack/Grapple: +3/+12
Attack: Slam +7 melee (1d8+5 or Powerful Charge 1d8+5 plus 2d6)
Full Attack: 2 slams +7 melee (1d8+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Adamantine fists
Special Qualities: Adamantine plating, damage reduction 2/adamantine, living construct traits, moderate fortification
Saves: Fort +6, Ref +1, Will –1
Abilities: Str 20, Dex 10, Con 20, Int 5, Wis 7, Cha 3
Skills: Jump +12
Feats: Adamantine Body[B], Improved Bull Rush, Power Attack, Powerful Charge[B]
Environment: Any land
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +4

This construct looks like an ogre-sized gorilla, walking on both its short legs and its hammerlike hands. Its body is heavily plated.

An earlier model of warforged than the scouts and soldiers, chargers are larger, less intelligent, and generally less adaptable than their successors. They are designed for a single task: charging enemy defenses and pounding them to rubble.

A warforged charger stands 10 to 11 feet tall and weighs up to 2,400 pounds. It haltingly speaks the language of its creators, usually Common.

Combat

Warforged chargers demonstrate less strategy and initiative than smaller warforged, clinging to their simple orders or, barring that, smashing anything that gets in their way.

Adamantine Fists (Ex): A warforged charger's hammerlike fists are forged of adamantine, allowing it to overcome the damage reduction of other constructs and to ignore the hardness of objects.

Adamantine Plating (Ex): The composite plating used to build most warforged is enhanced to adamantine in the

Illus. by F. Vohwinkel

warforged charger (reflected in the Adamantine Body feat), providing a +8 armor bonus and granting damage reduction 2/adamantine. This plating is not natural armor and does not stack with other effects that give an armor bonus (other than natural armor). This plating occupies the same space on the body as a suit of armor or a robe, and thus a warforged charger cannot wear armor or magic robes. A warforged charger can be enchanted just as armor can be. The creature must be present for the entire time it takes to enchant it.

Adamantine plating also provides a warforged charger with a 35% arcane spell failure chance. A charger is considered to be wearing heavy armor that allows a maximum Dexterity bonus of +1 and provides a –5 armor check penalty.

Moderate Fortification (Ex): When a critical hit or sneak attack is scored on a warforged charger, there is a 75% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Warforged Chargers as Characters

Warforged chargers almost universally adopt the fighter class on the rare occasions when they advance levels.

Warforged chargers possess the following racial traits.

— +10 Strength, +10 Constitution, –6 Intelligence, –4 Wisdom, –8 Charisma.

—Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

—Space/Reach: 10 feet/10 feet.

—A warforged charger's base land speed is 30 feet, but this is reduced to 20 feet by its Adamantine-Laced Body bonus feat.

—Racial Hit Dice: A warforged charger begins with four levels of construct, which provide 4d10 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +1, and Will +1.

—Racial Skills: A warforged charger's construct levels give it skill points equal to 7 × (2 + Int modifier, minimum 1). Its class skill is Jump.

—Racial Feats: A warforged charger's construct levels give it two feats. It also receives Adamantine Body and Powerful Charge as bonus feats.

—Natural Weapons: 2 slams (1d8).

—Special Attacks (see above): Adamantine fists.

—Special Qualities (see above): Adamantine plating, damage reduction 2/adamantine, living construct traits, moderate fortification.

WARFORGED FEATS

The following feats are available only to warforged characters. For additional warforged feats, see Chapter 3: Heroic Characteristics in the *Eberron Campaign Setting*.

ADAMANTINE BODY

At the cost of mobility, a warforged character's body can be crafted with a layer of adamantine that provides formidable protective armor and some damage reduction.

Prerequisites: Warforged, 1st level only.

Benefit: Your armor bonus is increased to +8, and you gain damage reduction 2/adamantine. However, your base land speed is reduced to 20 feet, and you are considered to be wearing heavy armor. You have a +1 maximum Dexterity bonus to AC, a –5 penalty on all skill checks that armor check penalties apply to (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble), and an arcane spell failure chance of 35%.

Normal: Without this feat, a warforged character has an armor bonus of +2.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Warforged druids who take this feat cannot cast druid spells or use any of the druid's supernatural or spell-like class features. Warforged characters with this feat do not gain the benefit of any class feature prohibited to a character wearing heavy armor.

IMPROVED FORTIFICATION

You improve your warforged fortification, gaining immunity to sneak attacks and extra damage from critical hits.

Prerequisites: Warforged, base attack bonus +6.

Benefit: You gain immunity to sneak attacks and extra damage from critical hits, but you lose the ability to be healed by spells of the healing subschool.

MITHRAL BODY

A warforged character's body can be crafted with a layer of mithral that provides some protection without hindering speed or gracefulness.

Prerequisites: Warforged, 1st level only.

Benefit: The warforged's armor bonus is increased to +5, and the character is considered to be wearing light armor. He now has a +5 maximum Dexterity bonus to AC, a –2 penalty on all skill checks that armor check penalties apply to (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble), and an arcane spell failure chance of 15%.

Normal: Without this feat, a warforged character has an armor bonus of +2.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Warforged druids who take this feat cannot cast druid spells or use any of their druid supernatural or spell-like class abilities. Warforged characters with this feat do not gain the benefit of any class feature prohibited to a character wearing light armor.

MITHRAL FLUIDITY

Your movements are smoother and more fluid than those of other warforged.

Prerequisites: Warforged, Mithral Body.

Benefits: The maximum Dexterity bonus a warforged with the Mithral Body feat can apply to Armor Class is increased by 1. In addition, the armor check penalties to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks are reduced by 1.

Special: This feat can be taken multiple times. However, armor check penalties cannot be reduced to less than +0.

—Automatic Language: Common. Bonus Languages: None.

—Favored Class: Fighter.

—Level adjustment +4.

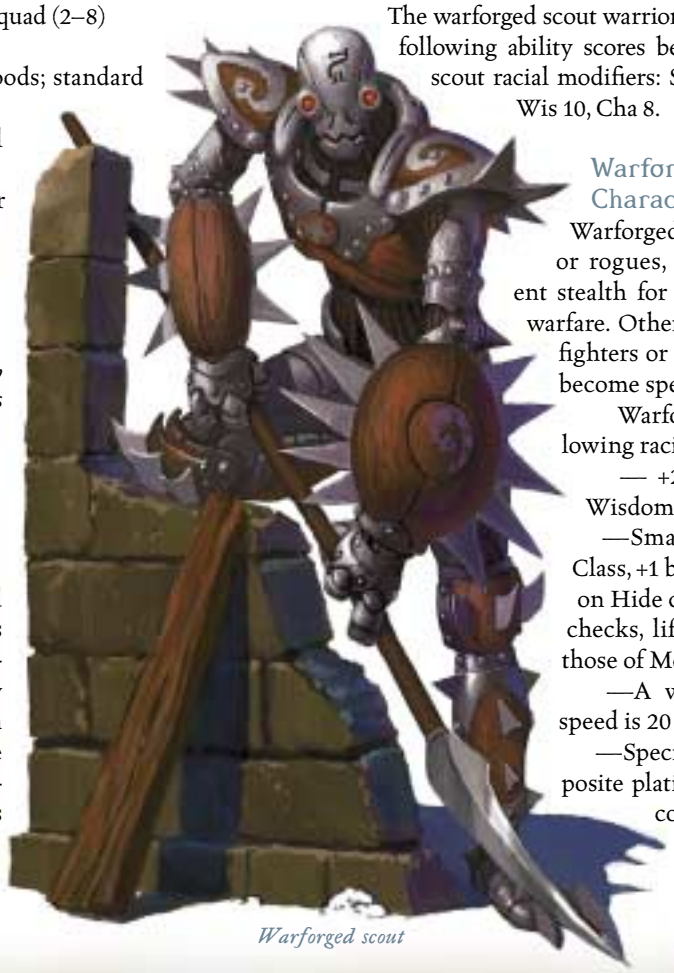
WARFORGED SCOUT

Warforged Scout, 1st-Level Warrior
Small Construct (Living Construct)
Hit Dice: 1d8 (4 hp)
Initiative: +2
Speed: 20 ft. (4 squares)
Armor Class: 16 (+1 size, +2 Dex, +2 composite plating, +1 light steel shield), touch 13, flat-footed 14
Base Attack/Grapple: +1/–3
Attack: Light pick +2 melee (1d3/×4) or composite longbow +4 ranged (1d6/×3)
Full Attack: Light pick +2 melee (1d3/×4) or composite longbow +4 ranged (1d6/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Composite plating, light fortification, living construct traits
Saves: Fort +2, Ref +2, Will –1
Abilities: Str 10, Dex 15, Con 11, Int 9, Wis 8, Cha 6
Skills: Hide +8, Move Silently +6
Feats: Stealthy
Environment: Any land
Organization: Solitary or squad (2–8)
Challenge Rating: 1/2
Treasure: No coins; 50% goods; standard items
Alignment: Often lawful neutral
Advancement: By character class
Level Adjustment: +0

Halfling-sized and basically halfling-shaped, this creature is a construct built from a variety of materials. Strands of fibrous sinew pulse with life beneath flexible plates of harder materials. It moves with speed, agility, and purpose.

The smallest of the warforged, the halfling-sized scouts were built to serve as spies, light infantry, and reconnaissance troops. They are far less common than the larger varieties, since they offer little advantage over humanoid scouts in warfare.

A warforged scout stands about 3 feet tall and weighs 60 pounds. Warforged scouts speak the language of their creators, usually Common.



Warforged scout

Combat

Warforged scouts avoid face-to-face melee, preferring to pepper opponents with arrows from cover and then disappear before striking again.

Composite Plating (Ex): The composite plating used to build warforged scouts provides a +2 armor bonus. This plating is not natural armor and does not stack with other effects that give an armor bonus (other than natural armor). This composite plating occupies the same space on the body as a suit of armor or a robe, and thus a warforged scout cannot wear armor or magic robes. A warforged scout can be enchanted just as armor can be. The creature must be present for the entire time it takes to enchant him.

Composite plating also provides a warforged scout with a 5% arcane spell failure chance, similar to the penalty for wearing light armor. Any class ability that allows a warforged scout to ignore the arcane spell failure chance for light armor lets him ignore this penalty as well.

Light Fortification (Ex): When a critical hit or sneak attack is scored on a warforged scout, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

The warforged scout warrior shown above began with the following ability scores before applying the warforged scout racial modifiers: Str 12, Dex 13, Con 11, Int 9, Wis 10, Cha 8.

Warforged Scouts as Characters

Warforged scouts often become rangers or rogues, making use of their inherent stealth for reconnaissance and guerilla warfare. Others take more martial paths as fighters or barbarians, while still others become spellcasters.

Warforged scouts possess the following racial traits.

— +2 Dexterity, –2 Strength, –2 Wisdom, –2 Charisma.

—Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

—A warforged scout's base land speed is 20 feet.

—Special Qualities (see above): Composite plating, light fortification, living construct traits.

—Automatic Languages: Common. Bonus Languages: None.

—Favored Class: Rogue.

Illus. by R. Lemen

WITCHKNIFE

This 5-foot-tall humanoid has stubby red horns atop its head. It seems to lack a nose, and tiny red horns grow from its chin like a beard. It wears brown leather armor studded with more horns, and bears a shortspear and shield. Its orange eyes widen as it opens its mouth.

Witchknife

Illus. by W. England

"Witchknife" is the name other creatures use to refer to a race of humanoids that have the power to compel victims to do their bidding with but a single utterance. This power, and their tendency to stab foes in the back, are the reasons behind the name. These creatures call themselves athames.

Witchknives live in small settlements, hiding in deserts and other forbidding locations, while they plot to regain from the world what they believe they once had.

One athame legend tells of a time when all creatures spoke one language and athames ruled the world. Their word was law, and other creatures obeyed any command the athames gave. Then a deity interfered and taught the athames' subjects to speak new languages. This broke the athames' power over them, and the subjects, who feared and hated the athames despite their magnanimous rule, rebelled and tore the athame empire to pieces. This legend can be refuted in many ways, one of which is that different athame settlements blame different deities for their downfall, but nonetheless all athames believe the legend with a religious fervor.

This much of the athames' legend is true: Other races do fear and hate the witchknives. The power of the witchknives to control creatures with a word drives other races to desperate actions in order to oppose them. Elves have allied with orcs, and giants with dwarves, in efforts to root out and destroy witchknife settlements.

Witchknives have tough skin that ranges in color from dark brown to ruddy orange. They have short red horns in the places where other creatures have hair. Their eyes are orange or yellow with red pupils. A typical witchknife stands 5 feet tall and weighs 120 pounds.

A witchknife's psionic ability to command others relies on the target creatures being able to understand the witchknife. Thus, witchknives learn to speak many languages. All of them speak Common and Undercommon, and most know four other languages. Typical choices include Dwarven, Elven, Giant, and Goblin.

COMBAT

Witchknives use their *silence* psionic ability to protect themselves from sonic attacks and aid their attempts to stalk enemies. When within striking distance of a foe unaware of its presence, a witchknife attacks from hiding. Multiple witchknives attempt to flank foes.

If confronting many foes, a witchknife uses its *greater command* ability to have them fall prone. It then attempts to kill each foe in turn, using its *command* ability to delay any foe that succeeds in withstanding its *greater command*. If facing a spellcaster, a witchknife often dismisses its *silence* ability long enough to utter a *greater command* and then renews it to engage the spellcaster in melee.

Psionics (Sp): At will—*command* (DC 16), *message*, *silence* (self only; dismiss as a free action); 1/day—*greater command* (DC 18). Effective caster level 9th. The save DCs are Charisma-based.

Sneak Attack (Ex): A witchknife can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied its Dexterity bonus or when the witchknife is flanking.

WITCHKNIFE CAPTAIN

Witchknife captains generally lead squads of eight to twelve witchknives and coordinate their subordinates' efforts to great effect.

The witchknife captain presented here had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 13, Dex 14, Con 15 Int 10, Wis 12, Cha 8.

Combat

Witchknife captains gain advantages from patience and planning. They prefer to ambush foes and attack from hiding.

Psionics (Sp): At will—*command* (DC 15), *message*, *silence* (self only; dismiss as a free action); 1/day—*greater command* (DC 17). Effective caster level 9th. The save DCs are Charisma-based.

Sneak Attack (Ex): A witchknife captain can make a sneak attack like a rogue, dealing an extra 4d6 points of damage whenever a foe is denied its Dexterity bonus or when the witchknife is flanking.

WITCHKNIFE SOCIETY

Witchknives live in small enclaves that rarely have more than two hundred adults, hidden from the civilizations of other races. These enclaves have a hierarchy of rank determined by birth, but most witchknives are of equal rank and have many rights and privileges. Witchknives do not use their psionic abilities on witchknives of equal or higher rank except in training exercises.

Witchknives live in an austere and monastic manner inside their fortresslike homes. Those not involved in the tasks of day-to-day survival and subsistence spend most of their time meditating, training for combat, or learning at the library.

	Witchknife Medium Monstrous Humanoid	Witchknife Captain, 3rd-Level Rogue Medium Monstrous Humanoid
Hit Dice:	9d8–9 (31 hp)	9d8+9 plus 3d6+3 (63 hp)
Initiative:	+7	+9
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	18 (+3 Dex, +1 natural, +3 masterwork studded leather, +1 masterwork light steel shield), touch 13, flat-footed 15	21 (+5 Dex, +1 natural, +4 *+1 studded leather*, +1 masterwork light steel shield), touch 15, flat-footed 16
Base Attack/Grapple:	+9/+9	+11/+12
Attack:	Shortspear +9 melee (1d6) or shortspear +12 ranged (1d6)	Masterwork short sword +17 melee (1d6+1) or masterwork shortbow +17 ranged (1d6)
Full Attack:	Shortspear +9/+4 melee (1d6) melee or shortspear +12 ranged (1d6)	Masterwork short sword +17/+12/+7 (1d6+1) or masterwork shortbow +17/+12/+7 ranged (1d6)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Psionics, sneak attack +2d6	Psionics, sneak attack +4d6
Special Qualities:	Low-light vision, resistance to fire 5, vulnerability to sonic	Evasion, low-light vision, resistance to fire 5, trap sense +1, trapfinding, vulnerability to sonic
Saves:	Fort +2, Ref +9, Will +10	Fort +5, Ref +14, Will +12
Abilities:	Str 11, Dex 17, Con 9, Int 12, Wis 14, Cha 16	Str 13, Dex 20, Con 13, Int 12, Wis 16, Cha 15
Skills:	Concentration +11, Diplomacy +5, Hide +10, Sense Motive +7, Speak Language (any four languages), Spot +10	Concentration +13, Diplomacy +4, Hide +15, Jump +3, Move Silently +15, Sense Motive +9, Speak Language (any five languages), Spot +13, Tumble +15
Feats:	Ability Focus (*command*), Improved Initiative, Iron Will, Spell Focus (enchantment)	Ability Focus (*command*), Improved Initiative, Iron Will, Spell Focus (enchantment), Weapon Finesse
Environment:	Warm deserts	Warm deserts
Organization:	Solitary, pair, scouting party (3–6), or squad (8–12 plus 1 3rd-level captain)	Solitary, pair, or squad (1 plus 8–12 witchknives)
Challenge Rating:	4	7
Treasure:	Standard	Standard plus *+1 studded leather*
Alignment:	Usually neutral	Usually neutral
Advancement:	By character class	By character class
Level Adjustment:	+3	+3

WITCHKNIVES AS CHARACTERS

Witchknife leaders tend to be rogues or monks. Most witchknife clerics worship Mnemeer, the Great Mediator, as the source of their psionics. They can choose from the Knowledge, Magic, and Trickery domains.

Witchknife characters possess the following racial traits.

— +6 Dexterity, –2 Constitution, +2 Intelligence, +4 Wisdom, +6 Charisma.

—Medium size.

—A witchknife's base land speed is 30 feet.

—Low-light vision.

—Racial Hit Dice: A witchknife begins with nine levels of monstrous humanoid, which provide 9d8 Hit Dice, a base attack bonus of +9, and base saving throw bonuses of Fort +3, Ref +6, and Will +6.

—Racial Skills: A witchknife's monstrous humanoid levels give it skill points equal to 12 × (2 + Int modifier, minimum 1). Its class skills are Concentration, Hide, Sense Motive, Speak Language, and Spot.

—Racial Feats: A witchknife's monstrous humanoid levels give it four feats.

—Weapon and Armor Proficiency: A witchknife is automatically proficient with all simple weapons and shields (except tower shields).

— +1 natural armor bonus.

—Special Attacks (see above): Psionics, sneak attack +2d6.

—Special Qualities (see above): Resistance to fire 5, vulnerability to sonic.

—Automatic Languages: Common, Undercommon. Bonus Languages: Any except secret languages such as Druidic.

—Favored Class: Rogue.

—Level adjustment +3.

WITCHKNIVES IN EBERRON

Witchknives dwell primarily on the continent of Sarlona, in the desolated desert canyons of Riedra. Witchknives are adversaries of the Inspired, and witchknife clans forced out of Riedra have taken refuge in the jagged mountain ranges of neighboring Adar or fled the continent of Sarlona altogether, erecting small settlements in the Demon Wastes of Khorvaire.

WOOD WOAD

Medium Plant
Hit Dice: 8d8+24 (60 hp)
Initiative: +1
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 17 (+1 Dex, +4 natural, +2 heavy wooden shield), touch 11, flat-footed 16
Base Attack/Grapple: +6/+9
Attack: Club +9 melee (1d6+3) or club +7 ranged (1d6+3)
Full Attack: Club +9/+4 melee (1d6+3) or club +7 ranged (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Warp wood*
Special Qualities: Low-light vision, plant traits, treewalk, vulnerability to fire
Saves: Fort +9, Ref +5, Will +3
Abilities: Str 17, Dex 12, Con 16, Int 7, Wis 12, Cha 8
Skills: Balance +5, Climb +9, Hide +7*, Listen +3, Move Silently +4, Spot +4, Survival +4
Feats: Alertness, Lightning Reflexes[B], Stealthy, Track
Environment: Temperate forests
Organization: Solitary or colony (3–6)
Challenge Rating: 4
Treasure: Standard goods; standard items
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +3

This strange humanoid-shaped creature bears a large wooden shield and club held at the ready. Small black eyes glower at you from within deep pits in its face. Its body is covered in bark and burls of muscle, and a circle of branch stubs crowns its head.

Illus. by D. Allsop

Wood woad

Wood woads are brutish and territorial plant creatures akin to treants. Their bodies resemble those of powerfully built but twisted men, composed entirely of bark-covered wood. Their hands end in gnarled, branchlike fingers, and their feet are masses of black roots.

A wood woad has the power to enter trees as a dryad can, but it can also use this ability to teleport from tree to tree. This similarity to the dryad's ability has led some to think that wood woads are the male version of the race, but they are in fact plants, and they reproduce through seeds much like a treant does.

Wood woads cannot carry most treasure items with them when they move from tree to tree; after defeating a foe, they often carry useful items some distance away to hide them in a hollow tree or under a stump. Although dimwitted, wood woads have an excellent memory for where such caches lie, and they return to them to retrieve better weapons or useful items when they spot intruders.

Such caches are often guarded by a thick wooden door that a wood woad opens and closes with its *warp wood* ability. This power allows a wood woad to twist dead wood and wooden objects, and a forest occupied by a wood woad is often marked by frequent instances of its past uses of the ability. A wood woad is about 6 feet tall and weighs 300 pounds.

Wood woads speak a rudimentary form of Sylvan.

COMBAT

Wood woads attack any creature not native to their forests. They charge foes from some distance away, using their treewalk ability to cross the distance swiftly. After they warp their foes' wooden weapons and strike a few blows, wood woads flee and watch to see if their enemies go away.

Warp Wood (Sp): A wood woad can use a *warp wood* effect, as the spell, at will. Attended objects can avoid the effect with a DC 13 Will save (but if a saving throw succeeds, the wood woad can simply produce the effect again in the following round). Caster level 8th. The save DC is Wisdom-based.

Treewalk (Su): At will, a wood woad can enter a living tree as a free action and exit from it or another living tree within 60 feet, continuing as though the distance between the trees had not been crossed. A wood woad moving in this manner can charge or run through trees so long as it moves in a straight line.

The entrance and exit trees must have girths at least equal to the wood woad's, and the wood woad cannot take nonvegetable items or other creatures with it when it treewalks. A wood woad can exit a tree in any direction and from any part of the tree that has enough girth.

A wood woad can remain inside a living tree for as long as it wishes. A wood woad inside a tree senses the world around it normally and automatically knows which trees within 60 feet are living and can accept its girth. If the tree in which a wood woad hides is chopped down, burned up, or otherwise killed, the wood woad inside dies.

This ability is a teleportation effect.

Skills: Wood woads have a +4 racial bonus on Balance checks and Hide checks. A wood woad has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. *In wooded areas, a wood woad gains an additional +4 bonus on Hide checks.

WOOD WOADS WITH CLASS LEVELS

A wood woad's favored class is ranger, but most wood woad leaders are druids. Most wood woad rangers choose elves as their favored enemy due to their many encounters with elves in the woods.

WOOD WOADS IN EBERRON

Wood woads haunt the ancient forests of the Eldeen Reaches. They frequently loiter around treants and make their lairs near old ruins.

WOODLING

Woodling creatures have bonded with nature; to a large extent, they have become plant creatures. These creatures have an unusual mind-set, much like that of a treant. They are one with nature and at peace with it and themselves.

SAMPLE WOODLING

This example uses a monitor lizard as the base creature.

Woodling Monitor Lizard
Medium Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +2
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 22 (+2 Dex, +10 natural), touch 12, flat-footed 20
Base Attack/Grapple: +2/+5
Attack: Bite +5 melee (1d8+4) or slam +5 melee (1d6+4)
Full Attack: Bite +5 melee (1d8+4) or slam +5 melee (1d6+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 5/slashing, low-light vision, plant traits, vulnerability to fire
Saves: Fort +8, Ref +5, Will +2
Abilities: Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2
Skills: Climb +7, Hide +6*, Listen +4, Move Silently +6*, Spot +4, Swim +11
Feats: Alertness, Great Fortitude
Environment: Warm forests
Organization: Solitary
Challenge Rating: 4
Advancement: 4–5 HD (Medium)
Level Adjustment: —

This 4-foot-long lizard has bark-like skin, and its scales have the hue and shape of leaves.

Woodling monitor lizards can sometimes be found deep in forests where treants dwell.

Combat

Woodling monitor lizards can be aggressive, using their powerful jaws to tear at prey or enemies. They will also attack anyone that threatens their habitat.

Spell-Like Abilities: 1/day—*entangle* (DC 7), *summon nature's ally II*.

Skills: A woodling monitor lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Monitor lizards have a +4 racial bonus on Hide checks and Move Silently checks. *In aboveground natural areas, the Hide bonus improves to +12 and the Move Silently bonus improves to +8.

SAMPLE WOODLING

This example uses a 9th-level human druid as the base creature.

Autumn, 9th-Level Woodling Human Druid
Medium Humanoid (Human)
Hit Dice: 9d8+9 (49 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 28 (+3 Dex, +4 +2 *leather armor*, +4 +2 *heavy wooden shield*, +7 natural), touch 13, flat-footed 25
Base Attack/Grapple: +6/+7
Attack: +1 *scimitar* +9/+4 melee (1d6+2/18–20) or slam +7 melee (1d6+1)
Full Attack: +1 *scimitar* +9/+4 melee (1d6+2/18–20) and slam +2 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, spells
Special Qualities: Animal companion, damage reduction 5/slashing, low-light vision, nature sense, plant traits, resist nature's lure, trackless step, venom immunity, vulnerability to fire, wild empathy, wild shape 3/day, woodland stride
Saves: Fort +7, Ref +8, Will +12
Abilities: Str 12, Dex 16, Con 13, Int 10, Wis 19, Cha 8
Skills: Handle Animal +11 (+15 with companion), Hide +3*, Knowledge (nature) +13, Listen +15, Move Silently +3*, Ride +5, Spot +15, Survival +15 (+17 in aboveground natural environments)
Feats: Alertness, Iron Will, Lightning Reflexes, Track, Weapon Focus (scimitar)
Environment: Warm forests
Organization: Solitary
Challenge Rating: 11
Treasure: Standard
Alignment: Neutral good
Advancement: By character class
Level Adjustment: +3

You see an amalgam of a human woman and a plant. Her skin resembles bark, and leaves grow amid her hair. She carries a scimitar and a sling and wears simple clothing embroidered with leaves.

Woodling monitor lizard

Woodling humans can sometimes be found in remote forests. Usually the creature is a druid or a ranger, but woodling creatures may be of any class.

Illus. by W. England

COMBAT

Autumn prefers to deal with foes at a distance. She uses her more powerful spells, such as *baleful polymorph* and *ice storm*, first to finish the combat quickly.

Spell-Like Abilities: 3/day—*speak with plants*; 1/day—*entangle* (DC 10), *summon nature's ally II*, *summon nature's ally IV*.

Animal Companion (Ex): Autumn has a dire wolverine named Grayshadow as an animal companion (see *Monster Manual*, page 66). Autumn and Grayshadow enjoy the link and share spells special qualities (see below).

Link (Ex): Autumn can handle Grayshadow as a free action, or push it as a move action. She gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her companion.

Nature Sense (Ex): Autumn gains a +2 bonus on Knowledge (nature) and Survival checks.

Resist Nature's Lure (Ex): Autumn gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex): Autumn can have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She can also cast a spell with a target of "You" on her animal companion.

Trackless Step (Ex): Autumn leaves no trail in natural surroundings and cannot be tracked.

Venom Immunity (Ex): Autumn is immune to all poisons.

Wild Empathy (Ex): Autumn can improve the attitude of an animal in the same way that a Diplomacy check can improve the attitude of a person. She rolls 1d20+10 to determine the wild empathy check result (1d20+6 if attempting to influence a magical beast with an Intelligence score of 1 or 2).

Wild Shape (Su): Autumn can change into a Small, Medium, or Large animal and back again three times per day, for up to 9 hours.

Woodland Stride (Ex): Autumn can move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without taking damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Typical Druid Spells Prepared (6/5/5/4/3/1): 0—*create water, cure minor wounds, detect magic, detect poison, light, mending*; 1st—*charm animal* (DC 15), *endure elements, faerie fire, longstrider, magic stone*; 2nd—*bull's strength, flame blade, heat metal* (DC 16), *spider climb, tree shape*; 3rd—*daylight, greater magic fang, meld into stone, spike growth* (DC 17); 4th—*dispel magic, freedom of movement, ice storm*; 5th—*baleful polymorph* (DC 19).

Possessions: +1 scimitar, +2 leather armor, +2 heavy wooden shield, periapt of Wisdom +2, gloves of Dexterity +2, wand of cure moderate wounds (25 charges), 10 pp, 18 gp.

Illus. by E. Fiegenschuh

Autumn, woodling druid

Grayshadow, Dire Wolverine Animal Companion: CR 5; Large animal; HD 7d8+31; hp 62; Init +3; Spd 30 ft, climb 10 ft; AC 19, touch 13, flat-footed 15; Base Atk +3; Grp +13; Space/Reach 10 ft./5 ft.; Atk +8 melee (1d6+6, claw); Full Atk +8/+8 melee (1d6+6, claws) and +3 melee (1d8+3, bite); SA rage; SQ evasion, link, low-light vision, scent, share spells, two bonus tricks; AL N; SV Fort +8, Ref +8, Will +5; Str 23, Dex 18, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Climb +14, Listen +7, Spot +7; Alertness, Toughness, Track[B].

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

Evasion (Ex): If Grayshadow is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex): Autumn can handle her animal companion as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her dire wolverine companion.

Share Spells (Ex): Any spell Autumn casts on herself also affects her animal companion if the latter is within 5 feet at the time. She can also cast a spell with a target of "You" on her animal companion.

Skills: A dire wolverine has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

CREATING A WOODLING

"Woodling" is an inherited template that can be added to any corporeal animal, dragon, fey, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the base creature).

A woodling uses all the base creature's statistics and abilities except as noted here.

Size and Type: A woodling's type does not change, but it possesses fully developed plant traits (see below).

Armor Class: The base creature's natural armor bonus improves by 7.

Attack: A woodling retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the woodling retains this ability. A creature with natural weapons retains those natural weapons. A woodling fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A woodling armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A woodling fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Woodlings have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the woodling's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Spell-Like Abilities: A woodling with a Wisdom score of 8 or higher gains spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative; for instance, a woodling chimera (9 HD) can use *entangle* once per day, *summon nature's ally II* once per day, *speak with plants* three times per day, and *summon nature's ally IV* once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

HD	Abilities
1–2	*Entangle* 1/day
3–5	*Summon nature's ally II* 1/day
6–7	*Speak with plants* 3/day
8–10	*Summon nature's ally IV* 1/day
11–12	*Command plants* 1/day
13–15	*Summon nature's ally VI* 1/day
16–18	*Animate plants* 1/day
19–20	*Summon nature's ally VIII* 1/day
21+	*Control plants* 1/day and *summon nature's ally IX* 1/day

Special Qualities: A woodling creature has all the special qualities of the base creature, plus the following special qualities.

Damage Reduction (*Ex*): A woodling creature has damage reduction 5/slashing.

Low-Light Vision (*Ex*): The creature gains low-light vision, enabling it to see twice as well as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Plant Traits: A woodling has immunity to poison, magic sleep effects, paralysis, polymorph, stunning, and mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects). It is not subject to extra damage from critical hits.

Skill Bonuses (*Ex*): A woodling's skin and hair resemble bark and leaves. Any wings the creature may have are leaflike or frondlike, and every part of the creature has a distinctly plantlike look that changes with the seasons. It is light green in early spring, darkening during the summer. In autumn, it turns yellow, orange, or red like a deciduous leaf. In the winter, it is a dry brown. A woodling has a +4 bonus on Hide checks and Move Silently checks in aboveground natural environments.

Vulnerability to Fire (*Ex*): Woodling creatures have vulnerability to fire. A woodling takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Environment: Any aboveground natural.

Challenge Rating: Same as the base creature +2.

Organization: Same as the base creature, except most of a group will be the base creature with usually only one woodling.

Level Adjustment: +3.

WOODLINGS IN EBERRON

Woodlings inhabit forests and jungles throughout Khorvaire and Aerenal. Aerenal elves keep woodling apes and baboons as pets, while Valenar elves hunt woodling lizards for sport (using their skins to fashion clothing and armor). A tribe of wild woodling halflings called the Feryk inhabit the jungles of Xen'drik. The Feryk, who revere a group of ancient treants known as the Viridian Grove, used to meet and trade with visitors, but a foul plague of unknown origin has corrupted the Viridian Grove and turned the Feryk savage and feral.

WOODLINGS IN FAERÛN

Folklore says that places where Silvanus touched the ground in Toril are especially fertile and blessed. A place where Silvanus tarried for a time contains more of his magic, exhibiting large trees and hardy plants. The legends say that a child conceived or born in such a locale might gain the Forest Father's blessing and be as one with nature, a woodling.

YUGOLOTH, CANOLOTH

Medium Outsider (Evil, Extraplanar, Yugoloth)
Hit Dice: 6d8+24 (51 hp)
Initiative: +4
Speed: 50 ft. (10 squares)
Armor Class: 18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple: +6/+10
Attack: Tongue +11 melee (1d4+4)
Full Attack: Tongue +11 melee (1d4+4) and bite +8 melee (2d6+2)
Space/Reach: 5 ft./5 ft. (tongue up to 20 ft.)
Special Attacks: Improved grab, paralysis, spell-like abilities, summon yugoloth
Special Qualities: Blindsight 40 ft., damage reduction 5/good, immunities, resistance to cold 10, fire 10, and electricity 10, spell resistance 18, telepathy 100 ft.
Saves: Fort +9, Ref +5, Will +8
Abilities: Str 19, Dex 10, Con 19, Int 5, Wis 17, Cha 12
Skills: Hide +5, Intimidate +10, Jump +21, Listen +12, Move Silently +4, Spot +12
Feats: Improved Initiative, Multiattack, Track[B], Weapon Focus (tongue)
Environment: Bleak Eternity of Gehenna
Organization: Solitary or pack (3–8)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral evil
Advancement: 7–10 HD (Medium); 11–15 HD (Large)
Level Adjustment: +5

This massive armored canine snarls and flicks its huge, barbed tongue inside its double-jawed mouth. Eyeless, it sniffs and snorts as it shifts its bulk and rakes the ground with its four clawed feet.

The scouts and skirmishers in yugoloth armies, canoloths also serve as guardians and bodyguards for their dark masters. Their keen senses spot stealthy adversaries, which are then apprehended with their wicked, barbed tongues.

A canoloth looks like an armored bulldog the size of a human, with two sets of jaws: a vertical set inside a horizontal set. It has no eyes, relying totally on hearing and smell to find intruders. Its most prominent feature is a barbed tongue several inches thick that it can flick out at a target up to 20 feet away. A canoloth stands about 4 feet tall at the shoulder, is about 6 feet long, and weighs 400 pounds.

Canoloths speak Abyssal, Draconic, and Infernal.

Canoloth

COMBAT

A canoloth's combat strategy is simple: Use scent and hearing to track down an opponent, then grab it with the tongue, pull it back to the mouth, and chew until it's a meal, not an enemy.

A canoloth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed opponent of Medium or smaller size into its mouth in the same round and make a bite attack. The canoloth can establish a hold with a successful attack even if the victim isn't paralyzed (see below).

Paralysis (Ex): Those hit by a canoloth's tongue attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d6+2 minutes. The save DC is Constitution-based.

Spell-Like Abilities: At will—*cause fear* (DC 12), *desecrate, detect good, detect magic*. Caster level 5th.

Summon Yugoloth (Ex): Once per day, a canoloth can attempt to summon a mezzoloth or 1d3 canoloths with a 40% chance of success.

Blindsight (Ex): Canoloths can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Canoloths are susceptible to sound- and scent-based attacks, and are affected normally by loud noises and sound-based spells (*ghost sound, silence*) and by overpowering odors (such as *stinking cloud, cloudkill,* or incense-heavy air). Negating a canoloth's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

Immunities (Ex): Canoloths are immune to gaze attacks, visual effects, sight-based illusions (such as *silent image*), and other attack forms that rely on sight. All yugoloths are immune to poison and acid.

Telepathy (Su): Canoloths can communicate telepathically with any creature within 100 feet that has a language.

YUGOLOTH, MEZZOLOTH

Medium Outsider (Evil, Extraplanar, Yugoloth)
Hit Dice: 10d8+50 (95 hp)
Initiative: +5
Speed: 40 ft. (8 squares)
Armor Class: 21 (+1 Dex, +8 natural, +2 large metal shield), touch 11, flat-footed 20
Base Attack/Grapple: +10/+13
Attack: Claw +13 melee (1d4+3) or +1 *trident* +15 melee (1d8+4/19–20) or +1 *trident* +13 ranged (1d8+4/19–20)
Full Attack: 2 claws +13 melee (1d4+3) or +1 *trident* +15/+10 melee (1d8+4/19–20) or +1 *trident* +13 ranged (1d8+4/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, summon yugoloth
Special Qualities: Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.
Saves: Fort +12, Ref +8, Will +7
Abilities: Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14
Skills: Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +14, Spot +13
Feats: Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)
Environment: Bleak Eternity of Gehenna
Organization: Solitary, squad (3–8), or platoon (10–18 plus 1 ultroloth)
Challenge Rating: 6
Treasure: Standard plus +1 *trident*
Alignment: Always neutral evil
Advancement: 11–18 HD (Medium); 19–24 HD (Large)
Level Adjustment: +5

This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It holds a long trident in its claws.

Mezzoloth

Mezzoloths are the most common foot soldiers in the yugoloth armies. They understand little beyond combat, but their skill in battle is fearsome. When they aren't fighting, they're imagining new ways to hurt their enemies and practicing their martial skills.

A mezzoloth looks like a human-sized insect with heavy chitin and four limbs tipped with sharp claws. Its wide-set eyes glow red when it's angry (which is almost always). When arrayed for battle, mezzoloths wield tridents and carry shields. A mezzoloth stands 7 feet tall and weighs 250 pounds.

Mezzoloths speak Abyssal, Draconic, and Infernal.

COMBAT

When directed to attack an opponent, mezzoloths first try to weaken it with *cloudkill*, then close and attack with their tridents. If the enemy is likely to use enhancing magic such as *bull's strength* or *stoneskin*, a few mezzoloths use an area *dispel magic* before melee begins. If the battle is going poorly, mezzoloths use *darkness* and *teleport without error* to make a getaway.

Their tactics are similar in a large army battle. Squads of trident-wielding mezzoloths are the backbone of a yugoloth force. They teleport into battle, launch *cloudkill* at the enemy, then charge into the yellow mist with their tridents.

A mezzoloth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*cause fear* (DC 13), *darkness, desecrate, produce flame, see invisibility*; 2/day—*cloudkill* (DC 17), *dispel magic*. Caster level 10th.

Twice per day, a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th-level sorcerer.

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

Immunities (Ex): Mezzoloths are immune to poison and acid.

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

YUGOLOTH, NYCALOTH

Though large and obviously powerful, this winged green creature still evokes a sense of speed and agility. Its dog-shaped head turns quickly from side to side, almost like a bird's. The claws on the ends of its powerful fingers look like more than a match for all but the best armor.

Nycaloths act as elite cavalry in yugoloth armies, swooping down onto enemy flanks and tearing up unsuspecting troops. They pride themselves on their ability to strike without warning, then disappear before the enemy has time to launch a reprisal.

A nycaloth looks like a big gargoyle with powerful batwings and thick, green skin. All four limbs have razor-sharp claws. The head is vaguely canine, with small webbed ears and horns. Most nycaloths carry large greataxes into battle. An average nycaloth stands 8 feet tall and weighs 800 pounds.

Nycaloths speak Abyssal, Draconic, and Infernal.

Combat

A nycaloth's favorite tactic is to use *invisibility* to approach an enemy on the ground, then dive in with claws extended. If the opponent survives the attack, the nycaloth grabs it and takes off, grappling the enemy until it can drop it from a great height.

A nycaloth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Nycaloth

A nycaloth normally attacks using its Power Attack feat, taking a –3 penalty on its attack rolls and gaining a +3 bonus on damage rolls (+6 damage with greataxe).

Bleeding Wounds (Ex): A wound from a nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

Improved Grab (Ex): To use this ability, a nycaloth must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

Liftoff (Ex): A nycaloth can only use this ability when airborne. A nycaloth that gets a hold on a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a medium load (a creature weighing between 267 and 532 pounds), the nycaloth's fly speed drops to 60 feet and it takes a –3 penalty on Hide and Move Silently checks; these penalties worsen to –6 with a heavy load (a creature weighing between 533 and 800 pounds). A nycaloth can't carry a load of more than 800 pounds.

Rake (Ex): Attack bonus +15, damage 1d6+5. A nycaloth that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a –3 penalty on its attack rolls and gain +3 on damage rolls.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *fear* (DC 17), *invisibility*, *mirror image*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only).

Summon Yugoloth (Ex): Once per day, a nycaloth can attempt to summon another nycaloth or 1d3 mezzoloths with a 30% chance of success.

Immunities (Ex): Nycaloths are immune to poison and acid.

Telepathy (Su): Nycaloths can communicate telepathically with any creature within 100 feet that has a language.

NYCALOTH COMMANDER

Commanders of nycaloth forces in the yugoloth armies earn their rank by being bigger, brawnier, and tougher than their fellows.

The nycaloth commander presented here had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 14, Dex 8, Con 16, Int 10, Wis 13, Cha 12.

Combat

A nycaloth commander normally attacks using its Power Attack feat, taking a –3 penalty on its attack rolls and gaining a +3 bonus on damage rolls (+6 damage with greataxe).

	Nycaloth Large Outsider (Evil, Extraplanar, Yugoloth)	Nycaloth Commander Huge Outsider (Evil, Extraplanar, Yugoloth)
Hit Dice:	14d8+98 (161 hp)	25d8+250 (362 hp)
Initiative:	+2	+2
Speed:	40 ft. (8 squares), fly 90 ft. (good)	30 ft. (6 squares) in +2 *breastplate*, fly 50 ft. (good); base speed 40 ft., base fly 90 ft. (good)
Armor Class:	23 (–1 size, +2 Dex, +12 natural), touch 11, flat-footed 21	33 (–2 size, +2 Dex, +7 +2 breastplate, +16 natural), touch 10, flat-footed 24
Base Attack/Grapple:	+14/+18	+25/+40
Attack:	Claw +15 melee (1d6+8 plus bleeding wounds)* or +2 *greataxe* +18 melee (3d6+15/×3)*	Claw +27 melee (1d8+10 plus bleeding wounds)* or +2 *greataxe* +30 melee (4d6+18/19–20/×3)*
Full Attack:	+2 *greataxe* +18/+13/+8 melee (3d6+15/×3)* and 2 claws +10 melee (1d6+5 plus bleeding wounds)* or 4 claws +15 melee (1d6+8 plus bleeding wounds)*	+2 *greataxe* +30/+25/+20/+15 melee (4d6+18/19–20/×3)* and 2 claws +22 melee (1d8+10 plus bleeding wounds)* or 4 claws +27 melee (1d8+10 plus bleeding wounds)*
Space/Reach:	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	Bleeding wounds, rake +15 (1d6+5)*, improved grab, liftoff, spell-like abilities, summon yugoloth	Bleeding wounds, rake +27 (1d8+6)*, improved grab, liftoff, spell-like abilities, summon yugoloth
Special Qualities:	Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.	Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.
Saves:	Fort +16, Ref +11, Will +11	Fort +24, Ref +16, Will +17
Abilities:	Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16	Str 24, Dex 14, Con 30, Int 12, Wis 13, Cha 18
Skills:	Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19	Bluff +20, Concentration +25, Diplomacy +20, Hide +9, Intimidate +30, Jump +24, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +26, Move Silently +17, Search +17, Sense Motive +17, Spellcraft +17, Spot +26
Feats:	Alertness, Flyby Attack, Iron Will, Mobility[B], Power Attack, Weapon Focus (greataxe)	Alertness, Awesome Blow, Cleave, Flyby Attack, Improved Bull Rush, Improved Critical (greataxe), Iron Will, Mobility[B], Power Attack, Weapon Focus (greataxe)
Environment:	Bleak Eternity of Gehenna	Bleak Eternity of Gehenna
Organization:	Solitary or squad (4–8)	Solitary or squad (4–8)
Challenge Rating:	10	17
Treasure:	Half coins, half goods, double items plus +2 *greataxe*	Half coins, half goods, double items plus +2 *greataxe and* +2 *breastplate*
Alignment:	Always neutral evil	Always neutral evil
Advancement:	15–24 HD (Large); 25–33 HD (Huge)	26–33 HD (Huge)
Level Adjustment:	+5	+5

*Includes adjustments for Power Attack feat.

Liftoff (Ex): A nycaloth commander can lift Large or smaller opponents. A medium load is between 936 and 2,132 pounds. A heavy load is between 2,133 and 2,800 pounds. A nycaloth commander can't carry a load of more than 2,800 pounds.

Rake (Ex): Attack bonus +27, damage 1d8+6. A nycaloth commander that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a –3 penalty on its attack rolls and gain +3 on damage rolls.

Spell-Like Abilities: At will—*deeper darkness, desecrate, fear* (DC 18), *invisibility, mirror image, see invisibility, greater teleport* (self plus 50 pounds of objects only).

YUGOLOTH, ULTROLOTH

Medium Outsider (Evil, Extraplanar, Yugoloth)
Hit Dice: 18d8+90 (171 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 21 (+3 Dex, +8 natural), touch 13, flat-footed 18
Base Attack/Grapple: +18/+19
Attack: +3 *longsword* +22 melee (1d8+4)
Full Attack: +3 *longsword* +22/+17/+12/+7 melee (1d8+4) or ray +22 ranged touch (as spell)
Space/Reach: 5 ft./5 ft.
Special Attacks: Hypnotic gaze, spell-like abilities, summon yugoloth
Special Qualities: Damage reduction 15/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 25, telepathy 100 ft.
Saves: Fort +16, Ref +14, Will +15
Abilities: Str 13, Dex 16, Con 21, Int 16, Wis 15, Cha 19
Skills: Bluff +22, Concentration +30, Diplomacy +23, Intimidate +27, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +20, Move Silently +21, Search +21, Sense Motive +21, Spellcraft +26, Spot +22
Feats: Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (*scorching ray*), Spell Focus (enchantment), Weapon Focus (ray)
Environment: Bleak Eternity of Gehenna
Organization: Solitary or pair
Challenge Rating: 13
Treasure: Double standard plus +3 *longsword*
Alignment: Always neutral evil
Advancement: 19–30 HD (Medium); 31–39 HD (Large)
Level Adjustment: +5

Dark-skinned and alien-looking, this slim figure is fearsome to behold. Its long head and bulbous eyes give its face an imposing, evil look.

Ultroloths are the elite officers in yugoloth armies, leading troops and disrupting enemy plans. In the competitive environment of Gehenna, they're frequently at one another's throats, and they continually scheme to enhance their power.

Ultroloths have a well-deserved reputation for cruelty. They often linger over fallen foes, taunting and torturing them rather than granting them a quick death. Many wear the severed fingers of their victims on grisly necklaces. They rarely engage in a stand-up fight themselves, leaving such work to their minions.

An ultroloth is a robed humanoid with an elongated head that is featureless beyond two large eyes that swirl with color. Its skin is a mottled dark gray. Tall and thin, an ultroloth stands 6 feet tall and weighs 160 pounds.

Ultroloths speak Abyssal, Draconic, and Infernal.

COMBAT

Ultroloths prefer to work behind ranks of mezzoloths or nycaloths, using their spell-like abilities to keep foes off balance. An ultroloth captain usually puts up *walls of fire* to assist front-line troops. If the battle hangs in the balance, it uses *symbol of death* to disrupt the enemy. An ultroloth engaged in serious melee almost always retreats, reasoning that it has already lost the battle at that point.

Ideally, ultroloths don't fight at all. They use *invisibility* or *alter self* to get close to their enemies, then unveil their hypnotic gaze. Once opponents are entranced, they are easy prey for the ultroloth's other abilities.

A ultroloth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Hypnotic Gaze (Su): *Hypnotic pattern* as cast by an 18th-level sorcerer, no HD limit, 30 feet, Will DC 23 negates. The save DC is Charisma-based.

Spell-Like Abilities: At will—*alter self, deeper darkness, desecrate, fear* (DC 18), *gaseous form, invisibility, prying eyes, ray of enfeeblement* (+22 ranged touch), *ray of exhaustion* (+22 ranged touch), *scorching ray* (+22 ranged touch), *scrying, see invisibility, suggestion* (DC 18), *wall of fire*; 3/day—*binding* (DC 23), *enervation* (+22 ranged touch), *geas/quest* (DC 21), *mass suggestion* (DC 21); 1/day—*symbol of death* (DC 22). Caster level 18th.

At will, an ultroloth can use *greater teleport* (self plus 50 pounds of objects only) as the spell cast by an 18th-level sorcerer.

Summon Yugoloth (Ex): Once per day, an ultroloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, or another ultroloth with a 35% chance of success.

Immunities (Ex): Ultroloths are immune to poison and acid.

Telepathy (Su): Ultroloths can communicate telepathically with any creature within 100 feet that has a language.

Ultroloth

ZEZIR

Medium Magical Beast (Fire)
Hit Dice: 9d10+45 (94 hp)
Initiative: +4
Speed: 40 ft. (8 squares)
Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple: +9/+13
Attack: Bite +8 melee (1d8+9)* or spark stream +13 ranged touch (2d6 fire)
Full Attack: Bite +8 melee (1d8+9) and claws +3 melee (1d6+7)* or spark stream +13 ranged touch (2d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Flammable spray, spark stream
Special Qualities: Darkvision 60 ft., fast healing 6, immunity to fire, low-light vision, vulnerability to cold
Saves: Fort +10, Ref +10, Will +6
Abilities: Str 18, Dex 18, Con 19, Int 5, Wis 12, Cha 13
Skills: Listen +7, Spot +7
Feats: Ability Focus (flammable spray), Endurance[B], Improved Toughness, Iron Will, Power Attack, Run[B]
Environment: Warm deserts
Organization: Solitary, pair, or pack (3–8)
Challenge Rating: 6
Treasure: 50% coins, 50% goods, 50% items
Alignment: Usually chaotic evil
Advancement: 10–14 HD (Medium); 15–21 HD (Large)
Level Adjustment: —
*Includes adjustments for Power Attack feat.

This 5-foot-tall creature stands upright on two powerful hind legs, while two slender but muscular forelimbs sprout three long, curving claws each. The creature's reptilian head features a wide mouth full of sharp teeth. Its red hide is rough and pebbled, with narrow bands of black across its back, legs, and long, thick tail.

Zezir

Illus. by M. Cavotta

The zezir is a ruthless desert predator that loves the sight of an open, uncontrolled flame. Zezirs live to start and spread fires, reveling in the crackle and play of something, anything, as it burns. Zezir packs have been known to attack merchant caravans and set them alight, retreating beyond the range of retaliation to cavort in joy as the entire caravan goes up in smoke.

The creatures feed on ash, and their seeming infatuation with fire provides them with sustenance. However, their love of fire also stems from their chaotic nature and an innate love of destruction.

Male and female zezirs participate in hunts equally, and packs share the responsibility of raising the young. Zezirs can communicate by means of a sequence of yips, growls, and whines.

Zezirs are not reptilian, although they have some reptilian traits. They are more closely related to avians. A typical zezir stands between 5 and 5-1/2 feet tall and weighs around 150 pounds.

COMBAT

Zezirs are fast and agile, but not particularly stealthy. A pack typically posts a lookout near the site of a possible ambush, while the rest of the creatures lie in wait several hundred feet away. Once possible prey is spotted, the zezir scout returns to report the size and direction of the target. The pack then heads off at a run to intercept. Once they reach their objective, the zezirs run through and by their targets. The first zezirs of the pack spray their opponents with their sticky flammable spray, and the following zezirs use their spark stream attack to set the very air on fire. The zezirs often retreat to a safe distance to watch the burning, repeating the tactics if necessary.

A zezir normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls.

Flammable Spray (Ex): As a standard action, a zezir can expel a sticky, superheated, highly flammable goo from glands in its neck every 1d4 rounds. The goo fills a 30-foot cone and deals 2d6 points of fire damage (Reflex DC 18 half). The save DC is Constitution-based.

If any open fire (such as a torch or a flaming sword) is present within this area or enters the area in the following round, the entire area bursts into flame for 3 rounds. This effect deals 1d6 points of fire damage every round to all creatures and objects within the area (no save).

Spark Stream (Su): As a standard action, a zezir can shoot of stream of sparks at an opponent from its mouth as a ranged touch attack. The spark stream has a range of 30 feet and no range increment.

ZEZIRS IN EBERRON

In the Eberron campaign setting, zezirs are native to the fiery plane of Fernia.

Monster Feats

Several of the creatures in *Monster Manual III* have one or more of the feats described on this page and the following page. All of these feats, except for Improved Toughness and Powerful Charge, were originally described in the *Monster Manual*.

Even though this section is titled "Monster Feats," many of these feats can be taken by player characters and NPCs as well as monsters, so long as they meet the prerequisites.

Unless otherwise noted in a feat's header line, all the feats presented here are general feats.

Ability Focus

The special attack of a creature with this feat is more potent than normal.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Awesome Blow

A creature with this feat can choose to deliver blows that send its smaller opponents flying like bowling pins.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature can choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC equal to damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

Special: A fighter can select Awesome Blow as one of his fighter bonus feats.

Craft Construct [Item Creation]

A creature with this feat can create golems and other magic automatons that obey its orders.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: The creature can create any construct whose prerequisites it meets. Enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of this price.

The creature can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

Empower Spell-Like Ability

A creature with this feat can use a spell-like ability with greater effect than normal.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: The creature can use one of its spell-like abilities as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one-half. An empowered spell-like ability does half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so on as appropriate. For example, a phoelarch's empowered *scorching ray* deals 1-1/2 times normal damage (roll 4d6 and multiply the result by 1-1/2 for each ray). Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat on the next page. For example, a creature that uses its spell-like abilities as a 13th-level caster can only empower spell-like abilities duplicating spells of 4th level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilites.

Flyby Attack

A creature with this feat can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Improved Natural Armor

The natural armor of a creature with this feat is thicker and harder than normal for its kind.

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by 1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by 1.

Improved Natural Attack

The natural attacks of a creature with this feat are more dangerous than its size and type would otherwise dictate.

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: The damage for one of the creature's natural attack forms increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

IMPROVED TOUGHNESS

A creature with this feat is significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: The creature gains a number of hit points equal to its current Hit Dice. Each time it gains a Hit Die (such as by gaining a level), it gains 1 additional hit point. If it loses a Hit Die (such as by losing a level), it loses 1 hit point permanently.

Special: A fighter can select Improved Toughness as one of his fighter bonus feats.

MULTIATTACK

A creature with this feat is adept at using all its natural weapons at once.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

POWERFUL CHARGE

A creature with this feat can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1.

Benefit: When the creature charges, if its melee attack hits, it deals an extra 1d8 points of damage (if it is of Medium size). For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when the creature makes a charge. It does not work when the creature is mounted. If the creature has the ability to make multiple attacks after a charge, it can only apply this extra damage to one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

QUICKEN SPELL-LIKE ABILITY

A creature with this feat can employ a spell-like ability with a moment's thought.

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: The creature can use one of its spell-like abilities as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke attacks of opportunity. The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability. The creature can use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –4. For a summary, see the table below. For example, a creature that uses its spell-like abilities as a 15th-level caster can only quicken spell-like abilities duplicating spells of 3rd level or lower. In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a standard action and provokes attacks of opportunity unless otherwise noted.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Empower and Quicken Spell-Like Ability

Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

SWIFT ACTIONS

The *Miniatures Handbook* introduced the concept of a new action type: the swift action. This game concept is not restricted to miniatures play and can be utilized in a regular D&D roleplaying game. The Quicken Spell-Like Ability feat in *Monster Manual III* and some feats, spells, and items in future Dungeons & Dragons supplements will use this concept. A description of how it works follows.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve spellcasting or the activation of magic items; many characters (especially those who don't cast spells) never have an opportunity to take a swift action.

Casting a quickened spell is a swift action (instead of a free action, as stated in the Quicken Spell feat description in the *Player's Handbook*). Likewise, using a quickened spell-like ability is a swift action.

Casting a spell or using a spell-like ability with a casting time of 1 swift action does not provoke attacks of opportunity.

Glossary

This section of *Monster Manual III* provides definitions and descriptions of monster characteristics. If you have come across a term used earlier in this book that you're not familiar with, this is the place to find out more.

Aberration Type: An aberration has a bizarre anatomy, strange abilities, an alien mind-set, or any combination of the three.

Features: An aberration has the following features.

—d8 Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—Good Will saves.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet.

—Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.

—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.

—Aberrations eat, sleep, and breathe.

Ability Score Loss (Su): Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

Ability Damage: This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice). Ability damage returns at the rate of 1 point per day for each affected ability.

Ability Drain: This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a die range, roll two dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Some ability drain attacks allow a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Air Subtype: This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane Air. Air creatures always have fly speeds and usually have perfect maneuverability (see the section on Movement, page 216).

Alignment: This line in a monster entry gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how broadly that alignment applies to all monsters of that kind.

Always: The creature is born with the indicated alignment. The creature may have a hereditary predisposition to the alignment or come from a plane that predetermines it. It is possible for individuals to change alignment, but such individuals are either unique or rare exceptions.

Usually: The majority (more than 50%) of these creatures have the given alignment. This may be due to strong cultural influences, or it may be a legacy of the creatures' origin. For example, most elves inherited their chaotic good alignment from their creator, the deity Corellon Larethian.

Often: The creature tends toward the given alignment, either by nature or nurture, but not strongly. A plurality (40–50%) of individuals have the given alignment, but exceptions are common.

Animal Type: An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

Features: An animal has the following features (unless otherwise noted in a creature's entry).

—d8 Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—Good Fortitude and Reflex saves (certain animals have different good saves).

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

—Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).

—Low-light vision.

—Alignment: Always neutral.

—Treasure: None.

—Proficient with its natural weapons only. A noncombative herbivore uses its natural weapons as a secondary attack. Such attacks are made with a –5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.

—Proficient with no armor unless trained for war.

—Animals eat, sleep, and breathe.

Aquatic Subtype: Creatures with the aquatic subtype always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Augmented Subtype: A creature receives this subtype whenever something happens to change its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an

acquired template. The augmented subtype is always paired with the creature's original type. For example, a wizard's raven familiar is a magical beast (augmented animal). A creature with the augmented subtype usually has the traits of its current type, but the features of its original type. For example, a wizard's raven familiar has an animal's features and the traits of a magical beast.

Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Blindsight (Ex): This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless otherwise noted, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Breath Weapon (Su): A breath weapon attack usually deals damage and is often based on some type of energy (such as fire). Such breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. Changing shape results in the following changes to the creature:

—The creature retains the type and subtype of its original form. It gains the size of its new form.

—The creature loses the natural weapons, movement modes, and extraordinary special attacks of its original form.

—The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.

—The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.

—The creature retains the ability scores of its original form.

—The creature retains its hit points and saves.

—The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.

—The creature is effectively camouflaged as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Chaotic Subtype: A subtype usually applied only to outsiders native to the chaotic-aligned Outer Planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned (see Damage Reduction, below).

Class Skills: Any skill in which a monster has acquired at least one rank or in which the creature has a racial bonus is considered a class skill for that kind of creature. Some monsters, such as the true dragons, have their class skills explicitly listed. Other monsters' class skills can be determined from their statistics blocks.

Creatures with a Swim speed always have Swim as a class skill. Creatures with a Climb speed always have Climb as a class skill. Skills listed in an entry merely because of synergy with another skill are not class skills. For example, a ssvaklor's class skills are Bluff, Listen, Sense Motive, Spot, Survival and Swim. It has other skill modifiers, such as Diplomacy, Disguise and Intimidate, that are due to synergy benefits granted by other skills. The statistics block also includes a Jump modifier due to its speed, even though Jump is not a class skill for the creature.

Cold Subtype: A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability (see page 214), it deals constriction damage in addition to damage dealt by the weapon used to grab.

Construct Type: A construct is an animated object or artificially constructed creature.

Features: A construct has the following features.

—10-sided Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—No good saving throws.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the construct has an Intelligence score. However, most constructs are mindless and gain no skill points or feats.

Traits: A construct possesses the following traits (unless otherwise noted in a creature's entry).

—No Constitution score.

—Low-light vision.

—Darkvision out to 60 feet.

—Immunity to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects).

—Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.

—Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat (see page 206). A construct with the fast healing special quality still benefits from that quality.

—Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

—Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

—Not at risk of death from massive damage (see page 145 of the *Player's Handbook*). Immediately destroyed when reduced to 0 hit points or less.

—Since it was never alive, a construct cannot be raised or resurrected.

—Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.

Construct Size	Bonus Hit Points
Fine	—
Diminutive	—
Tiny	—
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

—Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.

—Proficient with no armor.

—Constructs do not eat, sleep, or breathe.

Damage Reduction (Ex or Su): A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability. For example, the werewolf's entry reads "damage reduction 10/silver": Each time a foe hits a werewolf with a weapon, the damage dealt by that attack is reduced by 10 points (to a minimum of 0). However, a silvered weapon deals full damage.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. For example, the plague spewer has damage reduction 10/slashing. When hit with bludgeoning or piercing weapons, the damage dealt by each attack is reduced by 5 points, but slashing weapons deal full damage.

Some monsters are vulnerable to certain materials, such as alchemical silver, adamantine, or cold-forged iron. Attacks from weapons that are not made of the correct material have their damage reduced, even if the weapon has an enhancement bonus. Examples: the war troll's damage reduction 5/adamantine, the young redcap's damage reduction 5/cold iron, and the splinterwaif's damage reduction 5/silver.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction. For example, the ssvaklor has damage reduction 10/magic and can strike as a magic weapon for the purpose of overcoming damage reduction.

Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. When a cleric casts *align weapon*, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. For example, many tanar'ri demons and baatezu devils have damage reduction 10/good, while the prismatic golem has damage reduction 10/evil. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that match the subtype(s) of the creature. An arrow demon, for instance, has the chaotic and evil subtypes, and thus can overcome damage reduction as if its weapons and natural weapons were chaotic-aligned and evil-aligned.

When a damage reduction entry has a dash (–) after the slash, no weapon overcomes the damage reduction.

A few creatures are harmed by more than one kind of weapon. The bonedrinker, for example, has damage reduction 5/silver or good. Either kind of weapon—silver or good—overcomes its damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. The sorrowsworn demon has damage reduction 10/cold irn and good, meaning that a weapon must be made of cold-forged iron and be good-aligned in order to overcome the demon's damage reduction. A shadesteel golem has damage reduction 10/adamantine and magic, meaning that only adamantine weapons with at least a +1 enhancement bonus deal full damage to it. A weapon that falls into one category but not the other is of no help in overcoming the creature's

damage reduction—a magic sword or a nonmagical mace is no better at harming a lich than any other weapon.

Darkvision (Ex): A creature with this special ability can see in the dark, out to the distance given in the creature's entry. Darkvision is black and white only, but it is otherwise like normal sight, and a creature with darkvision can function just fine with no light at all.

Dragon Type: A dragon is a reptilelike creature, usually winged, with magical or unusual abilities.

Features: A dragon has the following features.

—12-sided Hit Dice.

—Base attack bonus equal to total Hit Dice (as fighter).

—Good Fortitude, Reflex, and Will saves.

—Skill points equal to (6 + Int modifier) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

—Darkvision out to 60 feet and low-light vision.

—Immunity to magic sleep effects and paralysis effects.

—Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with no armor.

—Dragons eat, sleep, and breathe.

Earth Subtype: This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

Effective Character Level (ECL): This number represents a creature's overall power relative to that of a character from the *Player's Handbook*. A creature with an ECL of 10 is roughly equivalent to a 10th-level character. A creature's ECL is the sum of its Hit Dice (including class levels) and level adjustment. For instance, a splinterwaif has 2 HD and a +4 level adjustment. It is the equivalent of a 6th-level character.

Elemental Type: An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

Features: An elemental has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—Good saves depend on the element: Fortitude (earth, water) or Reflex (air, fire).

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An elemental possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet.

—Immunity to poison, sleep effects, paralysis, and stunning.

—Not subject to critical hits or flanking.

—Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an elemental. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection, to restore it to life.

—Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.

—Elementals do not eat, sleep, or breathe.

Energy Charge (Su): This ability bestows vital energy at a touch, and happens automatically when a melee or ranged attack hits. Each successful energy charge bestows one or more positive levels (the creature's description specifies how many) on living creatures. Unless otherwise specified in the creature's description, a draining creature loses 5 hit points for each positive level it bestows. A creature may not have more positive levels than its Constitution bonus (minimum 1).

An affected creature gains a +1 competence bonus on all skill checks and ability checks, attack rolls, and saving throws, and gains one effective level or Hit Die (whenever level is used in a die roll or calculation) for each positive level. A spellcaster gains one spell slot of the highest level of spells she can cast and (if applicable) one prepared spell of that level. These gains persist until the positive level goes away.

Positive levels remain for 24 hours or until removed with a spell, such as *restoration*. After 24 hours, the positive level automatically goes away.

Undead react to positive levels the way nonundead react to negative levels. An undead character with negative levels at least equal to its current level is instantly destroyed. After 24 hours, an undead must make a Will save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the positive level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each positive level it has gained. If the save fails, the positive level goes away, but the creature's level (or HD) is also reduced by one.

Energy Drain (Su): This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points (10 on a critical hit) for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour.

An affected opponent takes a –1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die (whenever level is used in a die roll or calculation) for each negative level. A spellcaster loses

one spell slot of the highest level of spells she can cast and (if applicable) one prepared spell of that level; this loss persists until the negative level is removed.

Negative levels remain until 24 hours have passed or until they are removed with a spell, such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is also reduced by one. A separate saving throw is required for each negative level.

Environment: This entry in a statistics block describes the type of climate and terrain where the creature is typically found. This is a preference, but is not exclusionary. Note that these environments can also exist in portions of dungeons due to magical effects or other supernatural interference, or as features in dungeons or other environment areas.

Any: No preferred environment.

Cold: Arctic and subarctic climes. Any area that has winter-like conditions for the greater portion of the year.

Temperate: Any area that has alternating warm and cold seasons.

Warm: Tropical and subtropical climes. Any area that has summer conditions for the greater portion of the year is warm.

Aquatic: Fresh or salt water.

Deserts: Any dry area with sparse vegetation.

Forests: Any area covered with trees.

Hills: Any area with rugged but not mountainous terrain.

Marshes: Low, flat, waterlogged areas; including swamps.

Mountains: Rugged terrain, with a higher elevation than hills.

Plains: Any fairly flat area that is not a desert, marsh, or forest.

Plane Name: An extraplanar creature's home plane.

Underground: Subterranean areas.

Evil Subtype: A subtype usually applied only to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see Damage Reduction, above).

Extraordinary (Ex) Abilities: Extraordinary abilities are nonmagical, don't become ineffective in an antimagic field, and are not subject to any effect that disrupts magic. Using an extraordinary ability is a free action unless otherwise noted.

Extraplanar Subtype: A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. This book assumes that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. These home planes are taken from the Great Wheel cosmology of the D&D game (see Chapter 5 of the *Dungeon Master's Guide*). If your campaign uses a different cosmology, you will need to assign different home planes to extraplanar creatures.

Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane; the transitive planes in the D&D cosmology are the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptionally fast rate, usually 1 or more hit points per round, as given in the creature's entry (for example, a cave troll has fast healing 8). Except where noted here, fast healing is just like natural healing (see page 146 of the *Player's Handbook*). Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

Favored Class: A monster that takes levels in a class (or more than one class) has a favored class, just as player characters do. In addition, a monster's racial Hit Dice also count as a favored class, in effect: If the monster becomes a multiclass character, neither its favored class nor its racial Hit Dice count when determining whether the creature takes an experience point penalty.

Fear (Su or Sp): Fear attacks can have various effects.

Fear Aura (*Su*): The use of this ability is a free action. The aura can freeze an opponent (such as a mummy's despair) or function like the *fear* spell (for example, the aura of a lich). Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.

Fear Cones (*Sp*) and *Rays* (*Su*): These effects usually work like the *fear* spell.

If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 fearsome creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Fey Type: A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

Features: A fey has the following features.

—6-sided Hit Dice.

—Base attack bonus equal to 1/2 total Hit Dice (as wizard).

—Good Reflex and Will saves.

—Skill points equal to (6 + Int modifier) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A fey possesses the following traits (unless otherwise noted in a creature's entry).

—Low-light vision.

—Proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.

—Fey eat, sleep, and breathe.

Fire Subtype: A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Frightful Presence (Ex): This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.

Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet, and the duration is usually 5d6 rounds.

This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Gaze (Su): A gaze special attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but check the creature's entry for details.

The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's descriptive text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description.

Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, and so on. Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The opponent cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature also can veil its eyes, thus negating its gaze ability.

Giant Type: A giant is a humanoid-shaped creature of great strength, usually of at least Large size.

Features: A giant has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—Good Fortitude saves.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A giant possesses the following traits (unless otherwise noted in a creature's entry).

—Low-light vision.

—Proficient with all simple and martial weapons, as well as any natural weapons.

—Proficient with whatever type of armor (light, medium or heavy) it is described as wearing, as well as all lighter types. Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.

—Giants eat, sleep, and breathe.

Goblinoid Subtype: Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

Good Subtype: A subtype usually applied only to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction, above).

Humanoid Type: A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually

have well-developed societies. They usually are Small or Medium. Every humanoid creature also has a subtype, such as elf, goblinoid, or reptilian.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are presented as 1st-level warriors, which means that they have average combat ability and poor saving throws.

Humanoids with more than 1 Hit Die (for example, gnolls and bugbears) are the only humanoids who make use of the features of the humanoid type.

Features: A humanoid has the following features (unless otherwise noted in a creature's entry).

—8-sided Hit Dice, or by character class.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—Good Reflex saves (usually; a humanoid's good save varies).

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, or by character class.

Traits: A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

—Proficient with all simple weapons, or by character class.

—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.

—Humanoids breathe, eat, and sleep.

Immunity: A creature that has immunity to an effect is never harmed (or helped) by that effect. A creature cannot suppress an immunity in order to receive a beneficial effect.

Improved Grab (Ex): If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity (see Grapple, page 155 of the *Player's Handbook*). No initial touch attack is required.

Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Incorporeal Subtype: Some creatures are incorporeal by nature, while others (such as those that become ghosts) can acquire the incorporeal subtype. An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells, including touch spells, or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *magic missile,* or attacks made with ghost touch weapons). Nondamaging spell effects affect incorporeal creatures normally unless they require corporeal targets to function (such as *implosion*) or they create a corporeal effect that incorporeal creatures would normally be unaffected by (such as a *web* or *wall of stone* spell). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Nonmagical attacks made by an incorporeal creature with a melee weapon have no effect on corporeal targets, and any melee attack an incorporeal creature makes with a magic weapon against a corporeal target has a 50% miss chance, except for attacks it makes with a ghost touch weapon, while are made normally (no miss chance).

Any equipment worn or carried by an incorporeal creature is also incorporeal as long as it remains in the creature's possession. An object that the creature relinquishes loses its incorporeal quality (and the creature loses the ability to manipulate the object). If an incorporeal creature uses a thrown weapon or a ranged weapon, the projectile becomes corporeal as soon as it is fired and can affect a corporeal target normally (no miss chance). Magic items possessed by an incorporeal creature work normally with respect to their effects on the creature or on another target. Similarly, spells cast by an incorporeal creature affect corporeal creatures normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature

inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Lawful: A subtype usually applied only to outsiders native to the lawful-aligned Outer Planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (see Damage Reduction, above).

Level Adjustment: Certain monsters can used as the basis for interesting, viable player characters. These creatures have a level adjustment entry, which is a number that is added to the creature's total Hit Dice to arrive at its effective character level. A creature with multiple special abilities is more powerful as a player character than its Hit Dice alone would indicate. For example, a drow elf has spell resistance, bonuses to its ability scores, and spell-like abilities. Its level adjustment of +2 indicates that a 1st-level drow wizard is the equivalent of a 3rd-level character.

Some creatures' level adjustment entries include the word "(cohort)." Although these creatures may be problematic as PCs, they make good companions for a character who has taken the Leadership feat. Some other creatures aren't intended for use as PCs or cohorts but can become companions through the use of the Improved Familiar feat. In these cases, the level adjustment entry is a dash followed by the words "(Improved Familiar)."

Level adjustment is not the same thing as an adjustment to a creature's Challenge Rating because of some special qualities it possesses. Challenge Rating reflects how difficult an opponent is to fight in a limited number of encounters. Level adjustment shows how powerful a creature is as a player character or cohort in campaign play. For instance, a drow receives a +1 adjustment to its Challenge Rating to account for its special abilities, indicating that it's tougher in a fight than its Hit Dice would suggest, but its level adjustment is +2 to balance its abilities over long-term play.

Living: Any creature with a Constitution score is a living creature. Constructs and undead are not living creatures.

Living Construct Subtype: A living construct is a new subtype of construct, a created being given sentience and free will through powerful and complex creation enchantments. Living constructs combine aspects of both constructs and living creatures, as detailed below.

Features: A living construct derives its Hit Dice, base attack bonus progression, saving throws, and skill points from the class it selects.

Traits: A living construct possesses the following traits (unless otherwise noted in a creature's entry).

—Unlike other constructs, a living construct has a Constitution score. A living construct does not gain bonus hit points by size but gains (or loses) bonus hit points through a Constitution bonus (or penalty) as with other living creatures.

—Unlike other constructs, a living construct does not have low-light vision or darkvision.

—Unlike other constructs, a living construct is not immune to mind-influencing effects.

—Immunity to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, and energy drain.

—A living construct cannot heal damage naturally.

—Unlike other constructs, living constructs are subject to critical hits, effects requiring a Fort save, death from massive damage, nonlethal damage, stunning, ability damage, ability drain, and death effects or necromancy effects.

—Unlike other constructs, a living construct can use the run action.

—Living constructs can be affected by spells that target living creatures as well as by those that target constructs. Damage dealt to a living construct can be healed by a *cure light wounds* spell or a *repair light damage* spell, for example, and a living construct is vulnerable to a *harm* spell. However, spells from the healing subschool provide only half effect to a living construct.

—A living construct responds slightly differently from other living creatures when reduced to 0 hit points. A living construct with 0 hit points is disabled, just like a living creature. He can only take a single move action or standard action in each round, but strenuous activity does not risk further injury. When his hit points are less than 0 and greater than –10, a living construct is inert. He is unconscious and helpless, and he cannot perform any actions. However, an inert living construct does not lose additional hit points unless more damage is dealt to him, as with a living creature that is stable.

—Can be raised or resurrected.

—Does not need to eat, sleep, or breathe, but can still benefit from the effects of consumable spells and magic items such as *heroes' feast* and potions.

—Does not need to sleep, but must rest for 8 hours before preparing spells.

Low-Light Vision (Ex): A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Magical Beast Type: Magical beasts are similar to animals but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

Features: A magical beast has the following features.

—10-sided Hit Dice.

—Base attack bonus equal to total Hit Dice (as fighter).

—Good Fortitude and Reflex saves.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—Proficient with its natural weapons only.

—Proficient with no armor.

—Magical beasts eat, sleep, and breathe.

Manufactured Weapons: Some monsters employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including those for additional attacks from a high base attack bonus and two-weapon fighting penalties. This category also includes "found items," such as rocks and logs, that a creature wields in combat—in essence, any weapon that is not intrinsic to the creature.

Some creatures combine attacks with natural and manufactured weapons when they make a full attack. When they do so, the manufactured weapon attack is considered the primary attack unless the creature's description indicates otherwise (using the manufactured weapon consumes most of the creature's attention), and any natural weapons the creature also uses are considered secondary natural attacks. These secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon does, but they take the usual –5 penalty (or –2 with the Multiattack feat) for such attacks, even if the natural weapon used is normally the creature's primary natural weapon.

Monstrous Humanoid Type: Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Features: A monstrous humanoid has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to total Hit Dice (as fighter).

—Good Reflex and Will saves.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet.

—Proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.

—Monstrous humanoids eat, sleep, and breathe.

Movement Modes: Creatures may have modes of movement other than walking and running. These are natural, not magical, unless specifically noted in a monster description.

Burrow: A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

Climb: A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 (see Checks without Rolls, page 65 of the *Player's Handbook*), even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb (see the Climb skill, page 69 of the *Player's Handbook*), it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a –5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Fly: A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load; see Carrying Capacity, page 161 of the *Player's Handbook*. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

—Perfect: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.

—Good: The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.

—Average: The creature can fly as adroitly as a small bird.

—Poor: The creature flies as well as a very large bird.

—Clumsy: The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

For more information, see Tactical Aerial Movement, page 20 of the *Dungeon Master's Guide*.

Swim: A creature with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The creature can always

can choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

Native Subtype: A subtype applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane (hence the subtype's name).

Unlike true outsiders, native outsiders need to eat and sleep.

Natural Weapons: Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach.

Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one attack per claw or tentacle, one gore attack, one sting attack, or one slam attack (although Large creatures with arms or armlike limbs can make a slam attack with each arm). Refer to the individual monster descriptions.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20.

When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is given in the creature's Attack entry, and the primary weapon or weapons is given first in the creature's Full Attack entry. A creature's primary natural weapon is its most effective natural attack, usually by virtue of the creature's physiology, training, or innate talent with the weapon. An attack with a primary natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a –5 penalty on the attack roll, no matter how many there are. (Creatures with the Multiattack feat take only a –2 penalty on secondary attacks.)

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Talon: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit point damage.

Tentacle: The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength.

A creature with no Strength score can't exert force, usually because it has no physical body (a prismatic golem, for example). The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity: Any creature that can move has at least 1 point of Dexterity.

A creature with no Dexterity score can't move. If it can perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution.

A creature with no Constitution has no body (a vasuthant, for example) or no metabolism (a gloom golem). It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. For example, a zombie is unaffected by any type of poison but is susceptible to a *disintegrate* spell. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence.

A creature with no Intelligence score (such as a shredstorm) is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom.

Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma.

Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Ooze Type: An ooze is an amorphous or mutable creature, usually mindless.

Features: An ooze has the following features.

—10-sided Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—No good saving throws.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if

the ooze has an Intelligence score. However, most oozes are mindless and gain no skill points or feats.

Traits: An ooze possesses the following traits (unless otherwise noted in a creature's entry).

—Mindless: No Intelligence score, and immunity to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects).

—Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

—Immunity to poison, sleep effects, paralysis, polymorph, and stunning.

—Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + 1/2 ooze's HD + ooze's Con modifier per full round of contact.

—Not subject to critical hits or flanking.

—Proficient with its natural weapons only.

—Proficient with no armor.

—Oozes eat and breathe, but do not sleep.

Outsider Type: An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

Features: An outsider has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to total Hit Dice (as fighter).

—Good Fortitude, Reflex, and Will saves.

—Skill points equal to (8 + Int modifier) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An outsider possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet.

—Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. An outsider with the native subtype (see page 217) can be raised, reincarnated, or resurrected just as other living creatures can be.

—Proficient with all simple and martial weapons and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.

—Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Paralysis (Ex or Su): This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature's description). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Plant Type: This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores (see Nonabilities, above) and are not creatures, but objects, even though they are alive.

Features: A plant creature has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—Good Fortitude saves.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the plant creature has an Intelligence score. However, some plant creatures are mindless and gain no skill points or feats.

Traits: A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

—Low-light vision.

—Immunity to all mind-affecting spells or abilities (charms, compulsions, phantasms, patterns, and morale effects).

—Immunity to poison, sleep effects, paralysis, polymorph, and stunning.

—Not subject to critical hits.

—Proficient with its natural weapons only.

—Proficient with no armor.

—Plants breathe and eat, but do not sleep.

Poison (Ex): Poison attacks deal initial damage, such as ability damage (see page 208) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage. A creature's descriptive text provides the details.

A creature with a poison attack is immune to its own poison and the poison of others of its kind.

The Fortitude save DC against a poison attack is equal to 10 + 1/2 poisoning creature's racial HD + poisoning creature's Con modifier (the exact DC is given in the creature's descriptive text). A successful save avoids (negates) the damage.

Pounce (Ex): When a creature with this special attack makes a charge, it can follow with a full attack—including rake attacks if the creature also has the rake ability.

Psionics (Sp): These are spell-like abilities that a creature generates with the power of its mind. The saving throw (if any) against a psionic ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Cha modifier.

Racial Hit Dice: The Hit Dice a monster has by virtue of what type of creature it is. Hit Dice gained from taking class levels are not racial Hit Dice. For example, the armand warden described in this book is a 9 HD creature because of

its four levels of monk, but it has 5 racial Hit Dice (the same number as a typical armand without any class levels).

Rake (Ex): A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual –4 penalty for attacking with a natural weapon in a grapple.

A monster with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

Ray (Su or Sp): This form of special attack works like a ranged attack (see Aiming a Spell, page 175 of the *Player's Handbook*). Hitting with a ray attack requires a successful ranged touch attack roll, ignoring armor, natural armor, and shield and using the creature's ranged attack bonus. Ray attacks have no range increment. The creature's descriptive text specifies the maximum range, effects, and any applicable saving throw.

Regeneration (Ex): A creature with this ability is difficult to kill. Damage dealt to the creature is treated as nonlethal damage. The creature automatically heals nonlethal damage at a fixed rate per round, as given in the entry (for example, a dread blossom swarm has regeneration 5). Certain attack forms, typically fire and acid, deal lethal damage to the creature, which doesn't go away. The creature's descriptive text describes the details.

A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace (see page 153 of the *Player's Handbook*). The attack cannot be of a type that automatically converts to nonlethal damage.

Attack forms that don't deal hit point damage (for example, most poisons) ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation.

Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

Rend (Ex): If a creature with this special attack hits with the specified natural attack, it latches onto the opponent's body and tears the flesh. A rend attack deals damage equal to the creature's natural attack + 1-1/2 times its Str modifier. The creature's descriptive text gives the exact amount.

Reptilian Subtype: These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

Resistance to Energy (Ex): A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, fire, or electricity). The entry indicates the amount and type of damage ignored. For example, a witchknife has resistance to fire 5, so it ignores the first 5 points of fire damage dealt to it anytime it takes fire damage.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting, and not every creature that can change shapes has the shapechanger subtype.

Traits: A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

—Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.

—Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Size: The nine size categories are (in ascending order) Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, and Colossal. A creature's size provides a modifier to its Armor Class and attack bonus, a modifier on grapple checks it attempts, and a modifier on Hide checks. The Creature Sizes table on the following page provides a summary of the attributes that apply to each size category.

Sonic Attacks (Su): Unless otherwise noted, a sonic attack follows the rules for spreads (see Aiming a Spell,

Creature Sizes

Size Category	AC/Attack Modifier	Grapple Modifier	Hide Modifier	Dimension*	Weight**	Space (in squares)	Reach (Tall) (in squares)	Reach (Long) (in squares)
Fine	+8	–16	+16	6 in. or less	1/8 lb. or less	1/2 ft. (1/100)	0 ft. (0)	—
Diminutive	+4	–12	+12	6 in.–1 ft.	1/8 lb. – 1 lb.	1 ft. (1/25)	0 ft. (0)	—
Tiny	+2	–8	+8	1 ft.–2 ft.	1 – 8 lb.	2-1/2 ft. (1/4)	0 ft. (0)	—
Small	+1	–4	+4	2 ft.–4 ft.	8 – 60 lb.	5 ft. (1)	5 ft. (1)	—
Medium	+0	+0	+0	4 ft.–8 ft.	60 – 500 lb.	5 ft. (1)	5 ft. (1)	5 ft. (1)
Large	–1	+4	–4	8 ft.–16 ft.	500 – 4,000 lb.	10 ft. (2 × 2)	10 ft. (2)	5 ft. (1)
Huge	–2	+8	–8	16 ft.–32 ft.	2 – 16 tons	15 ft. (3 × 3)	15 ft. (3)	10 ft. (2)
Gargantuan	–4	+12	–12	32 ft.–64 ft.	16 – 125 tons	20 ft. (4 × 4)	20 ft. (4)	15 ft. (3)
Colossal	–8	+16	–16	64 ft. or more	125 tons or more	30 ft.+ (6 × 6+)	30 ft.+ (6+)	20 ft.+ (4+)

* Biped's height, quadruped's body length (nose to base of tail).
** Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more. A gaseous creature will weigh much less.

page 175 of the *Player's Handbook*). The range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that deal damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

Spell-Like (Sp) Abilities: Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, material, focus, or XP components). They go away in an antimagic field and are subject to spell resistance if the spell the ability resembles or duplicates would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A spell-like ability that can be used at will has no use limit. Using a spell-like ability is a standard action unless otherwise noted, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking attacks of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's racial Hit Dice.

The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Cha modifier.

Some spell-like abilities duplicate spells that may work differently or be of a different level when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Spell Resistance (Ex): A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it.To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Spells: Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject to the same spellcasting rules that characters are, except as follows.

A spellcasting creature that lacks hands or arms can provide any somatic component a spell might require by moving its body. Such a creature also does need material components for its spells. The creature can cast the spell by either touching the required component (but not if the component is in another creature's possession) or having the required component on its person. Sometimes spellcasting creatures utilize the Eschew Materials feat to avoid fussing with noncostly components.

A spellcasting creature is not actually a member of a class unless its entry says so, and it does not gain any class abilities. For example, a creature that casts arcane spells as a sorcerer cannot acquire a familiar. A creature with access to cleric spells must prepare them in the normal manner and receives domain spells if noted, but it does not receive domain granted powers unless it has at least one level in the cleric class.

Summon (Sp): A creature with the summon ability can summon specific other creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour.

Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives.

An appropriate spell level is given for each summoning ability for purposes of Concentration checks and attempts to dispel the summoned creature. As stated on page 37 of the

Dungeon Master's Guide, no experience points are awarded for summoned monsters.

Supernatural (Su) Abilities: Supernatural abilities are magical and go away in an antimagic field but are not subject to spell resistance. Supernatural abilities cannot be dispelled. Using a supernatural ability is a standard action unless otherwise noted. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks. Unless otherwise noted, a supernatural ability has an effective caster level equal to the creature's Hit Dice.

The saving throw (if any) against a supernatural ability is 10 + 1/2 the creature's HD + the creature's ability modifier (usually Charisma).

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab, page 214), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature.

Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Swarm Subtype: A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature.

A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes attacks of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes attacs of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. (A swarm of 15,000 centipedes is ten centipede swarms, each swarm occupying a 10-foot square.) The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage.

Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures (see Winds, page 95 of the *Dungeon Master's Guide*). For example, a swarm of locusts (a swarm of Diminutive creatures) can be blown away by a severe wind. Wind effects deal 1d6 points of nonlethal damage to a swarm per spell level (or Hit Dice of the originating creature, in the case of effects such as an air elemental's whirlwind). A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not re-form until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, and

other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 swarm's HD + swarm's Con modifier; the exact DC is given in a swarm's description) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Tanar'ri Subtype: Many demons belong to the race of evil outsiders known as the tanar'ri.

Traits: A tanar'ri possesses the following traits (unless otherwise noted in a creature's entry).

—Immunity to electricity and poison.

—Resistance to acid 10, cold 10, and fire 10.

—Summon (Sp): Tanar'ri share the ability to summon others of their kind (the success chance and type of tanar'ri summoned are noted in each monster description).

—Telepathy.

Telepathic Link (Ex): Creatures with this ability share a communal consciousness, enabling them to communicate telepathically with other creatures of their kind. A group of such creatures within a certain distance of each other (specified in the creature's entry) are in constant contact. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No creature in the group is considered flanked unless all are.

Telepathy (Su): A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Trample (Ex): As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack.

If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a –4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage + 1-1/2 times its Str modifier). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a –4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense (Ex): A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Treasure: This entry in a monster description describes how much wealth a creature owns. (See pages 52–56 of the *Dungeon Master's Guide* for details about treasure, particularly Tables 3–5 through 3–8.) In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home.

Treasure can include coins, goods, and items. Creatures can have varying amounts of each, as follows.

Standard: Refer to Table 3–5 in the *Dungeon Master's Guide* and roll d% once for each type of treasure (Coins, Goods, Items) on the Level section of the table that corresponds to the creature's Challenge Rating (for groups of creatures, use the Encounter Level for the encounter instead).

Some creatures have double, triple, or even quadruple standard treasure; in these cases, roll for each type of treasure two, three, or four times.

None: The creature collects no treasure of its own.

Nonstandard: Some creatures have quirks or habits that affect the types of treasure they collect. These creatures use the same treasure tables, but with special adjustments.

Fractional Coins: Roll on the Coins column in the section corresponding to the creature's Challenge Rating, but divide the result as indicated.

% Goods or Items: The creature has goods or items only some of the time. Before checking for goods or items, roll d% against the given percentage. On a success, make a normal roll on the appropriate Goods or Items column (which may still result in no goods or items).

Double Goods or Items: Roll twice on the appropriate Goods or Items column.

Parenthetical Notes: Some entries for goods or items include notes that limit the types of treasure a creature collects.

When a note includes the word "no," it means the creature does not collect or cannot keep that thing. If a random roll generates such a result, treat the result as "none" instead. For example, if a creature's "items" entry reads "no flammables," and a random roll generates a scroll, the creature instead has no item at all (the scroll burned up, or the creature left it behind).

When a note includes the word "only," the creature goes out of its way to collect treasure of the indicated type. If an entry for goods indicates "gems only," roll on the appropriate Goods column and treat any "art" result as "gems" instead.

It's sometimes necessary to reroll until the right sort of item appears. For example, if a creature's items entry reads "nonflammables only," roll normally on the appropriate Items column. If you get a flammable item, reroll on the same portion of the table until you get a nonflammable one. If the table you rolled on contains only flammable items, back up a step and reroll until you get to a table that can give you an appropriate item.

Turn Resistance (Ex): A creature with this special quality (usually an undead) is less easily affected by clerics or paladins (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add the indicated number to the creature's Hit Dice total. For example, a deathshrieker has 18 Hit Dice and +4 turn resistance. Attempts to turn, rebuke, command, or bolster treat a deathshrieker as though it had 22 Hit Dice, though it is an 18 HD creature for any other purpose.

Undead Type: Undead are once-living creatures animated by spiritual or supernatural forces.

Features: An undead creature has the following features.

—12-sided Hit Dice.

—Base attack bonus equal to 1/2 total Hit Dice (as wizard).

—Good Will saves.

—Skill points equal to (4 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the undead creature has an Intelligence score. However, many undead are mindless and gain no skill points or feats.

Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

—No Constitution score.

—Darkvision out to 60 feet.

—Immunity to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects).

—Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

—Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

—Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.

—Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

—Uses its Charisma modifier for Concentration checks.

—Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

—Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.

—Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.

—Undead do not breathe, eat, or sleep.

Vermin Type: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Features: Vermin have the following features.

—8-sided Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—Good Fortitude saves.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skill points or feats.

Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

—Mindless: No Intelligence score, and immunity to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects).

—Darkvision out to 60 feet.

—Proficient with their natural weapons only.

—Proficient with no armor.

—Vermin breathe, eat, and sleep.

Vulnerability to Energy: Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Water Subtype: This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

Yugoloth Subtype: Possibly the greediest, most selfish beings in the Outer Planes, yugoloths reign supreme among the evil outsiders of Gehenna.

Traits: A yugoloth possesses the following traits (unless otherwise noted in a creature's entry).

—Immunity to acid and poison.

—Resistance to cold 10, electricity 10, and fire 10.

—Telepathy.

MONSTERS RANKED BY CHALLENGE RATINGS

- Changeling 1/2
- Forestkith (goblin) 1/2
- Kenku 1/2
- Shifter 1/2
- Warforged 1/2
- Warforged scout 1/2

- Forestkith barbarian (goblin) 1
- Kenku sneak 1
- Mindshredder larva 1
- Petal 1
- Lizardfolk, poison dusk 1
- Swindlespitter (dinosaur) 1

- Elemental, storm, Small 2
- Fleshraker (dinosaur) 2
- Flind (gnoll) 2
- Goatfolk 2
- Lumi 2
- Lurking strangler 2
- Nycter 2
- Redcap, young 2
- Sickening sleep (living spell) 2
- Splinterwaif 2
- Vasuthant 2
- Voidmind grimlock 2

- Armand 3
- Lizardfolk, blackscale 3
- Changeling spy 3
- Dracotaur 3
- Phoera 3
- Runehound 3
- Topiary guardian, boar 3

- Bonedrinker, lesser 4
- Elemental, storm, Medium 4
- Harpoon spider 4
- Lhosk 4
- Lizardfolk, poison dusk ranger 4
- Mindshredder warrior 4
- Summoning ooze 4
- Thorn 4
- Troll, forest 4
- Witchknife 4
- Woodling monitor lizard 4
- Wood woad 4

- Ambush drake 5
- Avalancher 5
- Boneclaw 5
- Canoloth (yugoloth) 5
- Ephemeral swarm 5
- Feral yowler 5
- Harssaf 5
- Knell beetle, lesser 5
- Quaraphon 5
- Ogre, skullcrusher 5
- Rejkar 5
- Snowflake ooze 5
- Swamp strider swarm 5
- Visilight 5
- Warforged charger 5

- Bloodstriker (dinosaur) 6
- Bonedrinker 6
- Chelicera 6
- Chraal 6
- Dread blossom swarm 6
- Elemental, storm, Large 6
- Glaistig 6
- Glitterfire (living spell) 6
- Mezzoloth (yugoloth) 6
- Needletooth swarm 6
- Phoelarch 6
- Rot reaver 6
- Sea tiger 6
- Splinterwaif knave 6
- Zezir 6

- Armand warden 7
- Battlebriar, lesser 7
- Bearhound 7
- Conflagration ooze 7
- Demon, arrow 7
- Dracotaur rager 7
- Dust wight 7
- Golem, gloom 7
- Golem, web 7
- Nycter defender of the cave 7
- Redcap, elder 7
- Seryulin 7
- Spellwarped ettin 7
- Stonesinger 7
- Susurrus 7
- Topiary guardian, lion 7
- Troll, crystalline 7
- Witchknife captain 7

- Drowned 8
- Elemental, storm, Huge 8
- Glaistig mindbender 8
- Lumi crusader 8
- Otyugh, lifeleech 8
- Mindshredder zenthal 8
- Mummy, salt 8
- Ogre, skullcrusher sergeant 8
- Shimmerling swarm 8
- Shredstorm 8
- Trilloch 8
- Troll, cave 8

- Arcane ooze 9
- Chilling fog (living spell) 9
- Gulgar 9
- Harpoon spider, dread 9
- Ironclad mauler 9
- Mastodon 9
- Roper, prismatic 9
- Rage drake 9

- Elemental, storm, greater 10
- Giant, sand 10
- Knell beetle 10
- Nycaloth (yugoloth) 10
- Plague spewer 10
- Quaraphon bully 10
- Seryulin, greater 10
- Shrieking terror, five-headed 10
- Ssvaklor 10
- Troll, mountain 10

- Dragon eel 11
- Golem, alchemical 11
- Golem, mud 11
- Golem, shadesteel 11
- Grimweird 11
- Mivilorn 11
- Rakshasa, naztharune 11
- Skindancer 11
- Woodling druid 11

- Astral stalker 12
- Brood keeper larva swarm 12
- Cadaver collector 12
- Elemental, storm, elder 12
- Necrothane (rot reaver) 12
- Night twist 12
- Protean scourge 12
- Slaughterstone eviscerator 12
- Troll, war 12

- Charnel hound 13
- Cinder swarm 13
- Conflagration ooze, infernal 13
- Golem, hangman 13
- Justicator 13
- Living blasphemy (living spell) 13
- Rage drake, fiendish 13
- Shrieking terror, ten-headed 13
- Topiary guardian, triceratops 13
- Ultroloth (yugoloth) 13

- Golem, greater shadesteel 14
- Necronaut 14
- Odopi 14
- Ragewalker 14
- Siege crab 14

- Battlebriar 15
- Deathshrieker 15
- Giant, eldritch 15
- Giant, sand champion 15
- Grisgol 15
- Omnimental 15
- Rakshasa, ak'chazar 15
- Slaughterstone behemoth 15

- Battletitan (dinosaur) 16
- Brood keeper 16
- Giant, death 16
- Mivilorn, elite demon warmount 16
- Protean scourge arcanist 16

- Cadaver collector, greater 17
- Demon, sorrowsworn 17
- Nycaloth commander (yugoloth) 17
- Plague brush 17
- Vasuthant, horrific 17
- Vermin lord 17

- Golem, prismatic 18
- Odopi, elder 18
- Siege crab, greater 18

- Deathshrieker, advanced 19
- Geriviar 19

- Giant, eldritch confessor 20
- Night twist, ancient 20
- Ssvaklor, greater 20

- Living spell (template) varies
- Spellwarped (template) +0, +1, or +2
- Voidmind (template) +1
- Woodling (template) +2

LIST OF MONSTERS BY ECL

Monster	HD	LA	ECL
Armand	5	3	8
Astral stalker	12	6	18
Bearhound	10	4	14[C]
Changeling	1	0	1*
Canoloth (yugoloth)	6	5	11
Demon, arrow	10	8	18
Dracotaur	3	5	8
Flind (gnoll)	2	2	4
Forestkith (goblin)	1	1	2*
Giant, sand	15	4	19
Glaistig	6	4	10
Goatfolk	3	1	4
Grimweird	12	3	15
Gulgar	10	5	15
Harssaf	6	4	10
Kenku	1	0	1*
Lhosk	8	3	11
Lizardfolk, blackscale	4	3	7
Lizardfolk, poison dusk	1	1	2*
Lumi	2	2	4
Mezzoloth (yugoloth)	10	5	15
Mummy, salt	12	6	18
Nycaloth (yugoloth)	14	5	19
Nycter	3	2	5
Ogre, skullcrusher	8	3	11
Petal	1	2	3[C]
Phoelarch	7	5	12
Quaraphon	9	5	14
Rakshasa, ak'chazar	17	5	22
Rakshasa, naztharune	11	5	16
Redcap	4	4	8
Rejkar	5	6	11
Seryulin	10	4	14[C]
Shifter	1	0	1*
Splinterwaif	2	4	6
Thorn	6	2	8[C]
Troll, cave	9	6	15
Troll, crystalline	10	5	15
Troll, forest	5	5	10
Troll, mountain	15	5	20
Troll, war	12	6	18
Ultroloth (yugoloth)	18	5	23
Warforged	1	0	1*
Warforged charger	4	4	8
Warforged scout	1	0	1*
Witchknife	9	3	12
Wood woad	8	3	11

* This race has no racial HD; the ECL assumes the creature has one class level.

[C] Creature appropriate as cohort only.

Monsters, Monsters, and More Monsters

This book presents an unstoppable wave of creatures ranging from ambush drake to zezir. A menagerie of beasts, behemoths, and other ferocious beings, the monsters presented here are well prepared to battle or befriend the characters of any campaign.

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ISBN 0-7869-3430-1 EAN

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U.S. $34.95 Printed in the U.S.A.

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Monster Manual III Errata

When the text within a product contradicts itself, our general policy is that the primary source (actual rules text) is correct and any secondary reference (such as in a monster's statistics block) is incorrect. Exceptions to the rule will be called out specifically. Updates are called out via shaded text like this.

Page 9: Arcane Ooze

Changes to the stat block for the arcane ooze:
Base Attack/Grapple: +11/+25
Attack: Slam +15 melee (2d6+9 plus 2d6 acid)
Full Attack: Slam +15 melee (2d6+9 plus 2d6 acid)
Special Attacks: Acid, constrict 2d6+9 plus 2d6 acid, improved grab, spell siphon
Skills: Climb +14

Page 10–11: Armand

Changes to the stat block for the armand:
Attack: Claw +10 melee (1d4)
Full Attack: 2 claws +10 melee (1d4)
Changes to the stat block for the armand warden:
Hit Dice: 5d8+20 plus 4d8+16 (74 hp)
Attack: Unarmed +14 melee (1d6+2)
Full Attack: Unarmed +14/+9 melee (1d6+2) or flurry of blows +12/+12/+7 melee (1d6+2)

Changes to the armand's statistics while in defensive stance (see page 10): Atk claw +12 melee (1d4); Full Atk 2 claws +12 melee (1d4).

Changes to the armand warden's statistics while in defensive stance (see page 10): Atk unarmed +16 melee (1d6+2); Full Atk unarmed +16/+11 melee (1d6+2) or flurry of blows +14/+14/+9 melee (1d6+2).

Page 12: Astral Stalker

The astral stalker should have the extraplanar subtype.

Page 13: Avalancher

Changes to the stat block for the avalancher:
Full Attack: Slam +11 melee (1d8+9)
Saves: Fort +12, Ref +6, Will +3

Page 15: Warbound Impaler

Changes to the stat block for the warbound impaler (lesser battlebriar):
Skills: Hide +9*

Page 19: Bonedrinker, Lesser

Changes to the stat block for the lesser bonedrinker:
Initiative: +4
Base Attack/Grapple: +3/+1
Attack: Tentacle +6 melee (1d8+2)
Full Attack: 2 tentacles +6 melee (1d8+2) and 2 claws +1 melee (1d6+1)

Page 22: Cadaver Collector

The duration of the paralysis for the cadaver collector's breath weapon is 1 minute, or until the paralyzed creature takes lethal damage.

Page 27: Chelicera

Changes to the stat block for the chelicera:
Full Attack: 2 claws +13 melee (1d6+2) and bite +8 melee (1d8+1)

Page 28: Chraal

The chraal should have the extraplanar subtype.

Page 31: Conflagration Ooze

Changes to the stat block for the conflagration ooze:
Armor Class: 22 (–2 size, +14 natural), touch 8, flat-footed 22
Skills: Climb +18, Hide +12, Listen +6, Move Silently +12
The conflagration ooze gains a +8 racial bonus on Climb checks.
Changes to the stat block for the infernal conflagration ooze:
Armor Class: 21 (–2 size, –1 Dex, +14 natural), touch 8, flat-footed 21

Page 33: Deathshrieker

Changes to the stat block for the deathshrieker:
Attack: Incorporeal touch +16 melee (1d4 Cha drain)
Full Attack: Incorporeal touch +16/+11 melee (1d4 Cha drain)
Treasure: Standard
Changes to the stat block for the advanced deathshrieker:
Attack: Incorporeal touch +20 melee (1d4 Cha drain)
Full Attack: Incorporeal touch +20/+15/+10 melee (1d4 Cha drain)
Treasure: Standard

Page 36: Demon, Sorrowsworn

Changes to the stat block for the sorrowsworn demon:
Attack: *+2 glaive* +23 melee (2d8+25/x3)* or bite +21 melee (1d8+14 plus 1 Con)*
Full Attack: *+2 glaive* +23/+18/+13/+8 melee (2d8+25/x3)* or 2 claws +21 melee (1d6+14)* and bite +16 melee (1d8+9 plus 1 Con)*

Page 41: Dinosaur, Swindlespitter

Changes to the stat block for the swindlespitter:
Armor Class: 18 (+1 size, +5 Dex, +2 natural), touch 16, flat-footed 18

Pages 42–43: Dracotaur

Changes to the stat block for the dracotaur:

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Feats: Iron Will, Power Attack

Under Dracotaurs as Characters, the dracotaur's bonus to Constitution should be +6, not +4.

The dracotaur rager's rage ability also effects the following statistical changes: Grp +20; Jump +30, Swim +11.

Page 45: Dread Blossom Swarm

Changes to the stat block for the dread blossom swarm:
Organization: Solitary, pair, or colony (3–8)

Page 46: Drowned

Changes to the stat block for the drowned:
Challenge Rating: 9

Page 47: Dust Wight

Changes to the stat block for the dust wight:
Advancement: 17–18 HD (Large); 19–24 HD (Huge)
The Improved Natural Weapon (slam) feat should be replaced with Improved Natural Attack (slam).

Page 51: Feral Yowler

Changes to the stat block for the feral yowler:
Attack: Bite +8 melee (1d8+7)*
Full Attack: Bite +8 melee (1d8+7)* and 2 claws +3 melee (1d6+5)*
The feral yowler's trip ability has a +4 check modifier, not +5 as indicated.

Page 52: Geriviar

Changes to the stat block for the geriviar:
Full Attack: 8 slams +29 melee (3d6+11) and bite +23 melee (2d6+5); or exploding nodule +18 ranged (see text); or rock +18 ranged (2d8+16)
The geriviar's Improved Natural Attack feat applies to its slam attack.

Page 54: Giant, Death

Changes to the stat block for the death giant:
Initiative: +1
Saves: Fort +25, Ref +17, Will +21

Page 57: Giant, Eldritch

Changes to the stat block for the eldritch giant:
Hit Dice: 25d8+225 (337 hp)
Changes to the stat block for the eldritch giant confessor:
Hit Dice: 25d8+275 plus 11d8+121 (558 hp)
Attack: Bastard sword +42 melee (3d8+17/17–20)
Full Attack: Bastard sword +42/+37/+32/+27 melee (3d8+17/17–20)
Special Attacks: Rebuke undead 5/day (+4, 2d6+13, 11th), spells, spell-like abilities
Saves: Fort +32, Ref +12, Will +30
Abilities: Dex 12
Alignment: Usually neutral evil
The eldritch giant confessor has the following typical cleric spells prepared: 6/8/7/7/5/4/3. Replace the giant's *detect magic* spells with *detect poison* spells. The *inflict wounds* spells have a +41 melee touch attack bonus, not +32 as indicated. The *mass inflict light wounds* spell does not require a melee touch attack.

Pages 58–59: Giant, Sand

The sand giant champion's sand blaster ability has a DC of 24, not 25 as listed.
Changes to the stat block for the sand giant champion:
Base Attack/Grapple: +16/+31
Saves: Fort +20, Ref +10, Will +10
Abilities: Con 25
Skills: Listen +12, Spot +12, Survival +10 (+12 in aboveground natural environments)
The sand giant champion should also have the Alertness feat.

Page 61: Glaistig

Changes to the stat block for the glaistig:
Attack: Bite +4 melee (1d6+1) or dagger +4 melee (1d4+1/19–20)
Full Attack: Bite +4 melee (1d6+1) and dagger –1 melee (1d4/19–20)
Changes to the stat block for the glaistig mindbender:
Armor Class: 21 (+3 Dex, +4 natural, +2 *bracers of armor +2*, +2 *ring of protection +2*), touch 15, flat-footed 18
Attack: *Dagger of venom* +6 melee (1d4+1/19–20 plus poison) or bite +5 melee (1d6)
Full Attack: *Dagger of venom* +6 melee (1d4+1/19–20 plus poison) and bite +0 melee (1d6)

Page 65: Goblin, Forestkith

Changes to the stat block for the forestkith goblin:
Attack: Bite +3 melee (1d4+1) or masterwork net +5 ranged (see text)
Full Attack: Bite +3 melee (1d4+1) or masterwork net +5 ranged (see text)
Changes to the stat block for the forestkith goblin barbarian:
Attack: Greataxe +5 melee (1d10+3/x3) or masterwork net +5 ranged (see text)
Full Attack: Greataxe +5 melee (1d10+3/x3) or masterwork net +5 ranged (see text)
Skills: Climb +8, Hide +1, Jump +2, Move Silently –1*
The forestkith goblin's rage ability effects the following statistical adjustments: Full Atk +7 melee (1d10+6/x3, greataxe); Climb +10, Jump +4.

Page 66: Golem, Alchemical

Changes to the stat block for the alchemical golem:
Attack: Slam +21 melee (2d8+6 plus 2d6 acid)
Full Attack: 2 slams +21 melee (2d8+6 plus 2d6 acid)

Page 67: Golems (All)

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Remove *polymorph any object* from the list of spells required to create the golem.

Page 69: Golem, Hangman

Changes to the stat block for the hangman golem:
Hit Dice: 18d10+30 (129 hp)
Attack: Slam +20 melee (2d8+8)
Full Attack: 2 slams +20 melee (2d8+8)
The save DC for the hangman golem's strangle ability is Constitution-based.

Page 70: Golem, Mud

Changes to the stat block for the mud golem:
Attack: Slam +17 melee (2d10+7)
Full Attack: 2 slams +17 melee (2d10+7)

Page 71: Golem, Prismatic

Changes to the stat block for the prismatic golem:
Attack: Incorporeal touch +25 melee (prismatic touch)
Full Attack: 2 incorporeal touches +25 melee (prismatic touch)

Page 73: Golem, Shadesteel

Changes to the stat block for the shadesteel golem:
Armor Class: 33 (+3 Dex, +20 natural), touch 13, flat-footed 30

Page 74: Golem, Web

Changes to the stat block for the web golem:
Attack: Slam +12 melee (2d10+5)
Full Attack: 2 slams +12 melee (2d10+5) and bite +7 melee (1d6+2 plus poison)
Space/Reach: 10 ft./10 ft.

Page 75: Grimweird

The grimweird's energy drain ability allows a Fortitude save, not a Will save as indicated.

Page 77: Grisgol

The grisgol's *scorching ray* spell-like ability has a +13 ranged touch attack bonus, not +17 as indicated.

Page 81: Harpoon Spider

Changes to the stat block for the harpoon spider:
Skills: Tumble +11
The harpoon spider gets a +11 bonus on the trip attack when using its harpooning ability (not +10 as indicated).
Changes to the stat block for the dread harpoon spider:
Hit Dice: 9d8+63 (103 hp)
Skills: Tumble +14
The dread harpoon spider gets a +19 bonus on the trip attack when using its harpooning ability (not +21 as indicated). Also, add Improved Toughness to the dread harpoon spider's list of feats.

Page 82: Harssaf

The harssaf's sand pulse ability has a DC of 16, not 15 as indicated in the ability's descriptive text.

Page 84: Ironclad Mauler

In the second paragraph of the creature's sickening aura ability, the first sentence should read as follows:
Undead and constructs are immune to this aura.

Page 85: Justicator

When using its smite chaos ability, a justicator gains a bonus on its attack roll equal to its Charisma modifier and a bonus on the damage roll equal to its Hit Dice.

Page 87: Kenku

Changes to the stat block for the kenku sneak:
Attack: Claw –1 melee (1d3–1) or short sword –1 melee (1d6–1/19–20) or sap –1 melee (1d6–1 nonlethal) or shortbow +3 ranged (1d6–1/x3)
Full Attack: 2 claws –1 melee (1d3–1) or short sword –1 melee (1d6–1/19–20) or sap –1 melee (1d6–1 nonlethal) or shortbow +3 ranged (1d6–1/x3)

Page 90: Lhosk

Changes to the stat block for the lhosk:
Attack: Spear +7 melee (2d6+14/x3)*
Full Attack: Spear +7/+2 melee (2d6+4/x3)* and bite +2 melee (1d6+6)* or 2 slams +7 melee (1d6+8)* and bite +2 melee (1d6+6)*

Page 92: Living Spell, Glitterfire

Changes to the stat block for the glitterfire:
Armor Class: 13 (+3 deflection), touch 13, flat-footed 13

Page 97: Lizardfolk, Poison Dusk

Changes to the stat block for the poison dusk lizardfolk:
Hit Dice: 1d8+1 (9 hp)
Changes to the stat block for the poison dusk lizardfolk lieutenant:
Initiative: +7
Attack: Claw +7 melee (1d3+2) or longspear +7 melee (1d6+3/x3) or masterwork longbow +9 ranged (1d6/x3) or bola +8 ranged (1d3+2 nonlethal or ranged trip)
Full Attack: Claw +7 melee (1d3+2) and bite +5 melee (1d3+1) or longspear +7 melee (1d6+3/x3) and bite +2 melee (1d3) or masterwork longbow +7/+7 ranged (1d6/x3) or bola +8 ranged (1d3+2 nonlethal or ranged trip)
Replace the poison dusk lizardfolk lieutenant's *magic fang* spell with the *longstrider* spell.

Page 98: Lumi

The lumi and the lumi crusader both have the extraplanar subtype.
Changes to the stat block for the lumi crusader:
Special Attacks: Spells, spell-like abilities, turn undead 8/day (+1, 2d6+7, 6th)
Saves: Fort +15, Ref +4, Will +13
The lumi crusader has the following typical cleric spells prepared: 5/6/5/4. The save DC is 15 + spell level, not

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13 + spell level. Give the crusader a second *divine favor* spell.

Page 101: Mastadon

Changes to the stat block for the mastadon:
Full Attack: Slam +20 melee (2d8+11) and 2 stamps +15 melee (2d6+5); or gore +20 melee (3d8+16)

Page 107: Mivilorn

The mivilorn is native to Pandemonium, not Acheron as sometimes indicated.
Changes to the stat block for the mivilorn elite demon warmount:
Initiative: +0
Speed: 30 ft. in splint mail barding (6 squares), base speed 40 ft.
Attack: Bite +25 melee (6d6+33/19–20 plus 2d4 acid)*
Full Attack: Bite +25 melee (6d6+33/19–20 plus 2d4 acid)*
Abilities: Wis 17
Also, the DCs for the elite demon warmount's breath weapon and charging bite abilities should be 25, not 26.

Page 108: Necronaut

Replace the Improved Natural Weapon (slam) feat with Improved Natural Attack (slam).

Pages 110–111: Night Twist

Remove "Survival +17" from the Skills line of the stat block.
Also, the range of the night twist's despair song ability is 50 feet per HD, not 5 miles per HD.
Changes to the stat block for the ancient night twist:
Advancement: 26–48 HD (Huge)
In the Combat section of the ancient night twist, delete the sentence: It summons plants to its aid if faced with superior numbers. The ancient night twist does not have the ability to summon plants.

Pages 112–113: Nycter

Changes to the stat block for the nycter defender of the cave:
Initiative: +5
Armor Class: 20 (+1 size, +1 Dex, +3 natural armor, +3 hide armor, +2 masterwork heavy wooden shield), touch 12, flat-footed 19
Attack: *+1 scimitar* +8 melee (1d4+1/18–20) or bite +8 melee (1d4) or *+1 sling* +9 ranged (1d3+1)
Full Attack: *+1 scimitar* +8/+3 melee (1d4+1/18–20) or bite +8 melee (1d4) or *+1 sling* +9 ranged (1d3+1)
Feats: Alertness, Improved Initiative, Weapon Finesse

Pages 114–115: Odopi

Changes to the stat block for the elder odopi:
Base Attack/Grapple: +22/+45

Page 117: Ogre, Skullcrusher

Changes to the stat block for the skullcrusher ogre sergeant:
Initiative: +1
Attack: Bastard sword +18 melee (2d8+9/17–20) or shield bash +17 melee (1d8+4) or lance +17 melee (2d6+13/x3) or rock +10 ranged (2d6+9)
Full Attack: Bastard sword +14/+9 melee (2d8+9/17–20) and shield bash +13 melee (1d8+4) or lance +17/+12 melee (2d6+13/x3) or rock +10 ranged (2d6+9)
Saves: Fort +15, Ref +5, Will +5

Page 118: Omnimental

The omnimental's blindsight ability has a range of 120 feet.

Pages 119: Otyugh, Lifeleech

Changes to the stat block for the lifeleech otyugh:
Speed: 40 ft. (8 squares), climb 20 ft.
Skills: Climb +16, Hide +3*, Jump +12, Listen +10, Spot +10
Add the following sentence to the Improved Grab ability description: If it gets a hold, the lifeleech otyugh can constrict.

Page 120: Petal

Changes to the stat block for the petal:
Attack: Dagger +7 melee (1d2–4/19–20)
Full Attack: Dagger +7 melee (1d2–4/19–20)

Page 122: Phoera

Changes to the stat block for the phoera:
Full Attack: Bite +4 melee (1d6+1 plus 1d6 fire) and claws +2 melee (1d4 plus 1d6 fire)

Page 124: Plague Brush

Changes to the stat block for the plague brush:
Base Attack: +23/+51

Page 129: Quaraphon

Changes to the stat block for the quaraphon bully:
Armor Class: 23 (–1 size, +1 Dex, +7 natural, +6 *+1 breastplate*), touch 10, flat-footed 23
Attack: *+1 greatclub* +15 melee (2d8+17/19–20) or masterwork composite longbow +12 ranged (2d6+4/x3) or bite +14 melee (1d8+10)*
Full Attack: *+1 greatclub* +15/+10/+5 melee (2d8+17/19–20) and bite +9 melee (1d6+6) and 2 hooves +9 melee (1d6+6)* or masterwork composite longbow +12/+7/+2 ranged (2d6+4/x3)
Change the feat Improved Natural Weapon (bite) to Improved Natural Attack (bite).
The quaraphon bully's rage ability effects the following statistical changes: AC 21 (touch 8, flat-footed 21); Will +10.
The quaraphon bully's improved uncanny dodge is denied when the creature is attacked by a rogue of 9th level or higher (not 8th level as indicated).
Changes to the Quaraphon as Characters section:

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— +10 Strength, +12 Constitution, –4 Intelligence, +4 Wisdom.
— Racial Skills: A quaraphon's aberration levels give it skill points equal to 12 x (2 + Int modifier, minimum 1). Its class skills are Intimidate, Listen, Spot, and Survival.
— Natural Weapons: Bite (1d6) and 2 hooves (1d6).

Page 131: Rage Drake

Changes to the stat block for the fiendish rage drake:
Initiative: +7
Base Attack: +21/+34
Full Attack: 2 claws +20 melee (1d8+18/19–20)* and bite +15 melee (2d6+13)*
Saves: Fort +19, Ref +15, Will +13
The fiendish rage drake is missing a feat. It should have the Great Cleave feat.
The fiendish rage drake's rage ability effects the following statistical change: Will +15.

Pages 136–137: Rakshasa, Naztharune

Changes to the stat block for the naztharune rakshasa:
Armor Class: 24 (+5 Dex, +5 natural, +4 mithril shirt), touch 15, flat-footed 24
Skills: Tumble +19
Delete the following sentence from the naztharune rakshasa's sneak attack ability description: This extra damage is 1d6 points at 1st level, and it increases by 1d6 every two rogue levels thereafter. Replace it with the following: The naztharune rakshasa's sneak attack ability is equivalent to that of a rogue of a level equal to the creature's Hit Dice.

Page 139: Redcap

Changes to the stat block for the young redcap:
Attack: Medium scythe +3 melee (2d4+7/x4)* or Medium sling +5 ranged (1d6+3)
Full Attack: Medium scythe +3 melee (2d4+7/x4)* or Medium sling +5 ranged (1d6+3)
Skills: Hide +12, Intimidate +8, Listen +8, Move Silently +8, Spot +8, Survival +8

Pages 143–144: Rot Reaver

Changes to the stat block for the rot reaver:
Special Attacks: Cleaver mastery, rebuke undead 6/day (+3, 2d6+13, 10th), wound rot
Changes to the stat block for the rot reaver necrothane:
Speed: 20 ft. in full plate (4 squares), climb 15 ft. in full plate; base speed 30 ft., base climb 20 ft.
Special Attacks: Cleaver mastery, rebuke undead 11/day (+4, 2d6+24, 20th), wound rot

Page 145: Runehound

Changes to the stat block for the runehound:
Attack: Bite +8 melee (2d6+7) or vile spew +5 ranged touch (see text)
Full Attack: Bite +8 melee (2d6+7) or vile spew +5 ranged touch (see text)

Page 146: Salt Mummy

Changes to the stat block for the salt mummy:
Hit Dice: 12d12 plus 36 (114 hp)
Armor Class: 18 (–1 Dex, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple: +6/+14

Page 149: Seryulin

Changes to the stat block for the seryulin:
Environment: Aquatic
Changes to the stat block for the greater seryulin:
Initiative: +5
Speed: 50 ft. (10 squares), swim 50 ft.
Environment: Aquatic
Also, the great seryulin is missing a feat. It should have Improved Overrun.

Page 153: Shredstorm

Changes to the stat block for the shredstorm:
Speed: Fly 90 ft. (perfect) (18 squares)
In the Combat section, the text says that the shredstorm deals 4d6 points of damage plus 2d6 points of electricity damage; it should deal 3d6 points of damage instead of 4d6 points of damage.

Pages 154–155: Shrieking Terror

The shrieking terror's kiss special ability has an attack bonus of +15, not +12 as indicated in the ability's description.
A shrieking terror can never have more than twice its normal number of heads at any one time.
Changes to the stat block for the ten-headed shrieking terror:
Skills: Hide +2, Listen +7, Move Silently +5, Spot +21
Lastly, replace the ten-headed terror's Weapon Finesse feat with Alertness.

Page 157: Siege Crab

Changes to the stat block for the siege crab:
Armor Class: 37 (–4 size, –2 Dex, +23 natural, +10 deflection), touch 14, flat-footed 37
Changes to the stat block for the greater siege crab:
Attack: Claw +30 melee (2d10+14)
Full Attack: 4 claws +30 melee (2d10+14)
Delete the bonus Cleave feat from the siege crab's and greater siege crab's list of feats.

Page 159: Slaughterstone Behemoth

Changes to the stat block for the slaughterstone behemoth:
Initiative: +0
Speed: 20 ft. (4 squares)

Page 160: Slaughterstone Eviscerator

Changes to the stat block for the slaughterstone eviscerator:
Initiative: +0
Base Attack: +11/+24

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Attack: *+2 adamantine blade* +21 melee (2d8+11/18–20/x3)
Full Attack: 4 *+2 adamantine blades* +21 melee (2d8+11/18–20/x3)

Page 165: Splinterwaif

Changes to the stat block for the splinterwaif:
Skills: Hide +20
Changes to the stat block for the splinterwaif knave:
Skills: Hide +24

Pages 166–167: Ssvaklor

Changes to the stat block for the greater ssvaklor:
Skills: Disguise +1 (+3 acting), Intimidate +3
Advancement: 31–45 HD (Huge)
Changes to the psi-like abilities of the psionic greater ssvaklor: *aversion* (duration 21 hours, DC 19*), *entangling ectoplasm* (affects any size creature), *id insinuation* (affects up to 7 creatures, no two of which can be more than 15 feet apart; DC 19*).

Page 171: Swamp Strider Swarm

Changes to the stat block for the swamp strider swarm:
Skills: Hide +17*, Spot +4

Page 174: Topiary Guardian, Triceratops

Changes to the stat block for the triceratops topiary guardian:
Challenge Rating: 12

Page 175: Topiary Guardian

In the Construction rules, the rare tinctures and oils used in the creation of a topiary guardian should be factored into its price: 20,800 gp (Medium), 62,400 gp (Large), 119,600 gp (Huge).
Add the following section to the Alternative Topiary Guardians section:
Armor Class: A topiary guardian has a natural armor bonus based on its size: Tiny or smaller +0, Small +2, Medium +4, Large +6, Huge +9, Gargantuan or larger +12.

Page 176: Trilloch

Changes to the stat block for the trilloch:
Base Attack/Grapple: +8/—
Replace the trilloch's 11 ranks of Move Silently with 11 ranks of Sense Motive (+15 bonus total).
Also, the trilloch's control rage ability has a DC of 18, not 19 as indicated in the description of the ability.

Page 178: Troll, Crystalline

Changes to the Crystalline Trolls as Characters section:
— Natural Weapons: 2 claws (1d6) and bite (1d6).

Page 179: Troll, Forest

Changes to the stat block for the forest troll:
Attack: Claw +6 melee (1d4+3 plus poison) or javelin +6 ranged (1d6+3 plus poison)

Page 181: Troll, War

Changes to the stat block for the war troll:
Hit Dice: 12d8+108 (162 hp)
Base Attack/Grapple: +12/+26
Attack: Masterwork greatsword +23 melee (3d6+15/19–20) or bite +21 melee (1d8+10) or masterwork composite longbow (+10 Str bonus) +15 ranged (2d6+10/x3)
Full Attack: Masterwork greatsword +23/+18/+13 melee (3d6+15/19–20) and bite +19 melee (1d6+5); or 2 claws +21 melee (1d8+10) and bite +19 melee (1d6+5); or masterwork composite longbow (+10 Str bonus) +15/+10/+5 ranged (2d6+10/x3)

Page 183: Vasuthant

The range of the vasuthant's and horrific vasuthant's blindsight ability is 60 feet.
Changes to the stat block for the horrific vasuthant:
Armor Class: 24 (–2 size, +6 Dex, +10 natural), touch 14, flat-footed 18
Base Attack/Grapple: +12/+35
Advancement: 26–34 HD (Gargantuan); 35–48 HD (Colossal)
Vasuthants in Eberron have the extraplanar subtype.

Page 184: Vermin Lord

Changes to the stat block for the vermin lord:
Armor Class: 30 (–1 size, +5 Dex, +11 natural, +4 *+1 studded leather*, +1 masterwork buckler), touch 14, flat-footed 30
Base Attack/Grapple: +25/+34

Page 187: Voidmind Creature

Changes to the stat block for the voidmind grimlock:
Attack: Battleaxe +6 melee (1d8+6/x3) and tentacle +6 melee (1d6+4)

Page 195: Witchknife

Changes to the stat block for the witchknife:
Saves: Fort +4, Ref +9, Will +10
Feats: Ability Focus (*command*), Great Fortitude, Improved Initiative, Iron Will
Changes to the stat block for the witchknife captain:
Attack: Masterwork short sword +17 melee (1d6+1/19–20) or masterwork shortbow +17 ranged (1d6/x3)
Full Attack: Masterwork short sword +17/+12/+7 melee (1d6+1/19–20) or masterwork shortbow +17/+12/+7 ranged (1d6/x3)
Saves: Fort +4, Ref +9, Will +10
Feats: Ability Focus (*command*), Great Fortitude, Improved Initiative, Iron Will, Weapon Finesse
Changes to the Witchknives as Characters section:
— Weapon and Armor Proficiency: A witchknife is automatically proficient with all simple weapons, light armor, and shields (except for tower shields).

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Page 197: Woodling

Additions to the stat block for the woodling monitor lizard:

Treasure: None

Alignment: Always neutral

Changes to the stat block for Autumn, the woodling druid:

Attack: *+1 scimitar* +9 melee (1d6+2/18–20) or slam +7 melee (1d6+1)

Skills: Hide +2*, Move Silently +2*

*Autumn gains a +4 bonus on Hide and Move Silently checks in aboveground natural environments.

Changes to the stat block for Autumn's dire wolverine animal companion: CR —; Init +4; Base Atk +5; Grp +15; Atk +10 melee (1d8+6, claw); Full Atk +10 melee (1d8+6, 2 claws) and +5 melee (1d8+3, bite); SV Fort +9, Ref +9, Will +6; Listen +8, Spot +8; Improved Natural Attack (claw).

Pages 200–204: Yugoloth

The *summon yugoloth* ability possessed by the canoloth, mezzoloth, nycaloth, and ultroloth is a spell-like ability.

Page 201: Yugoloth, Mezzoloth

Changes to the stat block for the mezzoloth:

Armor Class: 21 (+1 Dex, +8 natural, +2 heavy steel shield), touch 11, flat-footed 20

Skills: Hide +12, Move Silently +12

Page 203: Yugoloth, Nycaloth

Changes to the stat block for the nycaloth:

Base Attack/Grapple: +14/+23

Changes to the stat block for the nycaloth commander:

Speed: 30 ft. (6 squares) in *+2 breastplate*, fly 60 ft. (good); base speed 40 ft., base fly 90 ft. (good)

Armor Class: 33 (–2 size, +2 Dex, +7 *+2 breastplate*, +16 natural), touch 10, flat-footed 31

Full Attack: *+2 greataxe* +30/+25/+20/+15 melee (4d6+18/19–20/x3)* and 2 claws +22 melee (1d8+6 plus bleeding wounds)* or 4 claws +27 melee (1d8+6 plus bleeding wounds)*

Page 203: Yugoloth, Ultroloth

Changes to the stat block for the ultroloth:

Attack: *+3 longsword* +22 melee (1d8+4/19–20) or ray +22 ranged touch (as spell)

Full Attack: *+3 longsword* +22/+17/+12/+7 melee (1d8+4/19–20) or ray +22 ranged touch (as spell)

Skills: Concentration +26 (+30 casting defensively)

Page 204: Yugoloth, Ultroloth

In the list of spell-like abilities, replace *alter self* with *disguise self* (DC 15).

Page 205: Zezir

The save DC for the zezir's flammable spray ability should be 20, not 18 as indicated in the ability's description.

Zezirs in Eberron have the extraplanar subtype.

Page 209: Change Shape

Make the following changes.

Delete sentence 2.

Add the following text to the body of the ability description:

A *true seeing* spell or ability reveals the creature's natural form. A creature using change shape reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use change shape to take the form of a creature with a template.

Replace Line 2 of the changes with the following text:

—The creature loses the natural weapons and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).

Replace Line 6 of the changes with the following text:

—The creature retains its HD, hit points, base attack bonus, and base save bonuses.

Add the following text to the end of the entry.

—Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and vice-versa.) Gear returns to normal size if dropped.

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TROLL OUTPOST

A Web Enhancement for *Monster Manual III*

A SHORT ADVENTURE FOR FOUR 8TH-LEVEL PLAYER CHARACTERS

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Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

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The newly released *Monster Manual III* offers a host of new foes to bedevil player characters. Some of these, such as the new trolls, are variants on old standbys; others are entirely new. This short scenario takes a sampling of these deliciously nasty creatures and puts them through their paces.

Troll Outpost is a short D&D adventure for four 8th-level player characters (PCs). It takes place in and around a cavern complex hidden in a forested hillside. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks—the *Player's Handbook,* the *Dungeon Master's Guide,* and the *Monster Manual*—as well as *Monster Manual III* to run this adventure. This scenario utilizes the D&D v.3.5 rules.

To get started, print out the adventure, including the map. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (particularly their motivations). Then review the information on the trolls and mindshredder in *Monster Manual III*. Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times. Monster and NPC statistics are provided with each encounter in abbreviated form or, where appropriate, the proper page in the *Monster Manual* or *Monster Manual III* is referenced.

ADVENTURE BACKGROUND

The war troll Hurdrac has decided to retire from the mercenary life and set himself up as a petty lord. Once established, he plans to build himself a small nation of trolls.

To that end, Hurdrac has assembled a small contingent of troll followers through bribery (with the money had has amassed over the years) and intimidation (via his fiery greatsword, which can strike fear into the hearts of most ordinary trolls.) He has recently located a modest cavern complex hidden in a forested hillside that he deems suitable as a base of operations and moved into it with his band. From there, he plans to terrorize and conquer the whole forest as the first step in his quest for personal glory.

Unbeknownst to Hurdrac, however, a colony of mindshredders lives in the neighborhood, and a mindshredder scout has already infiltrated his outpost. For the moment, the scout is content to observe the trolls and enjoy the occasional snack when it catches one asleep. Its favorite treats are the cave trolls that guard the outpost's main entrance, since they aren't too perceptive at the best of times, and they're in the habit of getting good and drunk when they're not on duty. So far, the trolls haven't noticed the mindshredder's Wisdom-damaging attacks.

ADVENTURE SYNOPSIS

The characters must penetrate Hurdrac's outpost and clean out the trolls as well as the mindshredder that secretly watches the place from below. Once the

complex has been cleared of monsters, the surrounding area is safe until the next tenant takes up residence in the cavern complex.

ADVENTURE HOOKS

As DM, you know best how to involve your PCs in an adventure. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

- While traveling through a thickly forested area, the PCs stumble upon a weird caravan in which several wretched humanoid slaves are serving as beasts of burden. The caravan masters might be drow, duergar, or some even more sinister creatures, such mind flayers. The caravan's contents, however, seem quite mundane for such an unusual expedition: low-quality wine, some salt, and a considerable quantity of low-grade iron ore. The slaves know only that they're bound for a hidden fortress somewhere in the forest. The overseers claim to be honest businesspeople who are delivering a perfectly legitimate shipment to a private customer. If the PCs press the issue, they learn that the customer is an upstart petty lord with plans for conquest. A little kindness toward the slaves (or intimidation aimed at the overseers) reveals the approximate location of the planned delivery. (In fact, the caravan is bound for Hurdrac's outpost. The war troll has forged a tentative alliance with the overseers, who have agreed to sell him supplies.)

- Various forest dwellers have been complaining about increased activity from trolls in the area. The trolls (who are actually Hurdrac's forest trolls) have in fact been competing with the local populace for game, and they seem to be brutally efficient hunters. However, they have not limited themselves to hunting game, and the leaders of several forest communities want the trolls driven out before they kill any more people. Thus, the community elders have put out a call for help with the problem.

- The PCs come upon a wrecked homestead deep in the forest. The house and barn have literally been torn to bits. Oddly enough, the wreckage appears to have caught fire at some point, but someone evidently doused the flames very quickly with water from the well. If the PCs comb the area, they might find a survivor or two hiding in the woods, or perhaps a sylvan creature that witnessed the attack. Because the attackers came in the dark of night, it was difficult to see them clearly, but they were bigger than humans and very strong. They quickly killed the settlers, then pried apart the building plank by plank. When the embers from the kitchen fire started a blaze, the attackers immediately put it out. The brief firelight, however, revealed that most of the attackers had tall, thin silhouettes, muscular bodies, and long arms ending in big, clawed hands. Two of them had a similar build but were closer to human size. (The attackers were Hurdrac's normal troll minions, plus a pair of forest trolls serving as guides.)

BEGINNING THE ADVENTURE

Troll Outpost is a site-based scenario in which the action occurs in and around the hidden cavern complex that houses Hurdrac and his followers. The adventure begins when the characters find an entrance to the outpost (see Entry Points, below).

HURDRAC'S OUTPOST

The outpost occupies a cave complex beneath a rocky slope in a rugged and heavily forested area. The surrounding land could be low mountains or hills, possibly with a valley to one side.

INTERIOR FEATURES

Noteworthy features and conditions within the outpost are described below.

Ceilings: On the main level, the ceilings in the corridors are about 15 feet high, and those in the chambers are about 30 feet high. Below the main level, the ceilings in both the corridors and the single chamber are only about 7 feet high.

Floors: The floors throughout the complex are uneven but fairly smooth as natural stone floors go, thanks to the many creatures that have inhabited these caves over the years. Running or charging within the complex requires a DC 10 Balance check. Characters who fail the check can still move but cannot run or charge during their turns.

Light: Most of the complex is unlit and remains dark even during the day. A few areas have some illumination, which is noted in the appropriate area descriptions.

Natural Staircases: Several passages inside the complex have fairly steep slopes with ridged floors that form stony terraces. Characters can walk up or down these natural staircases without making Climb checks, but doing so hampers movement. Each square that a character moves

on the terraces costs 10 feet of movement. Characters cannot run or charge on these natural staircases.

Sinkholes: Several areas within the complex feature natural sinkholes. Each has a vertical shaft that drops more or less straight down to the subterranean level below. The vertical distance to the lower level varies and is noted in the descriptive text for the chamber where the sinkhole is located.

Originally, the sinkholes and the vertical shafts below them were made of the same smooth stone as the walls inside the complex (see below). Recently, however, the mindshredder living in area 12 has been lining them with chrysalis material (see page 102 in *Monster Manual III*) to a thickness of 1 foot. This substance looks and feels like very smooth, wet rock and has a pale rose color. Though it appears slippery, it has been cleverly shaped to provide good handholds and footholds (at least for a mindshredder). The Climb DC for a sinkhole is 20, and a mindshredder gets a +5 circumstance bonus on the check. A DC 15 Spot or Search check reveals that the sinkhole has a resinous lining, and a DC 20 Spot or Search check reveals the handholds and footholds. A DC 30 Knowledge (dungeoneering) or bardic knowledge check reveals that the lining is mindshredder chrysalis material.

Each of the shafts was originally about 5 feet wide, but the lining has narrowed the diameter to less than 3 feet. A Small or Medium creature must squeeze to move up or down the shaft (see page 29 in the *Dungeon Master's Guide*).

The trolls in the outpost know about the sinkholes but cannot fit down them. They simply assume that the shafts get narrower and narrower the farther down they go until they end in solid rock.

Mindshredder Chrysalis Lining: 12 in. thick; hardness 5; hp 180; Break DC 31.

Walls: The walls inside the complex are made of fairly smooth, natural stone with a brownish yellow color. They are slightly damp and slippery, and their Climb DC is 25.

ENTRY POINTS

The outpost has two entrances—one more or less at ground level that provides access to area 1, and another about 200 feet up the slope that leads to area 11.

Lower Entrance

The lower entrance is the easier of the two to find. Anyone searching the base of the hill comes upon a trail that winds through the woods and eventually leads directly to area 1. The dirt of this trail is packed hard enough that it shows few footprints, but an occasional print can be found in a soft spot. A DC 20 Survival or Search check in such a location reveals a print made by a biped, most likely of Large size, with clawed feet. The prints aren't clear enough to reveal any other information. Even if the PCs don't find any tracks, however, they can still follow the trail right into area 1.

Upper Entrance

If the PCs climb the slope above area 1 and work their way back toward the top of the ridge, they can find a cave with a square hole in the floor. This hole is the top of a vertical shaft that leads about 200 feet straight down to area 11 (Climb DC 10). The trolls don't bother to maintain this exit because they hardly ever use it, so thick brambles almost completely obscure the cave entrance. Even a PC who looks at the hole must still make a DC 25 Search or Survival check to recognize it as an opening. Once the characters locate the cave, they must tear through the brambles to get inside.

Bramble Curtain: 18 in. thick; hardness 5; hp 150; break DC 29.

Creatures: While the PCs are poking about near the upper entrance, four forest trolls take the opportunity to attack them.

Forest Troll Guards (4): Male or female forest troll; CR 4; Medium giant; HD 5d8+25; hp 47; Init +7; Spd 30 ft., climb 20 ft.; AC 21, touch 13, flat-footed 18; Base Atk +3; Grp +6; Atk +6 melee (1d4+3 plus poison, claw) or +7 ranged (1d8+3 plus poison/×3, composite longbow [+3 Str bonus] with masterwork arrow); Full Atk +6 melee (1d4+3 plus poison, 2 claws) and +1 melee (1d4+1, bite) or +7 ranged (1d8+3 plus poison/×3, composite longbow [+3 Str bonus] with masterwork arrow); SA poison; SQ darkvision 90 ft., fast healing 5, low-light vision, scent; AL CE; SV Fort +9, Ref +4, Will +1; Str 17, Dex 16, Con 21, Int 11, Wis 11, Cha 6.

Skills and Feats: Climb +11, Hide +6, Listen +5, Spot +5, Survival +5; Improved Initiative, Track.

Poison (Ex): See *Monster Manual III*, page 179.

Possessions: Masterwork studded leather armor, composite longbow (+3 Str bonus) with 10 masterwork arrows.

INSIDE THE OUTPOST

The following areas are keyed to the outpost map.

1. CAVE OPENING

The main entrance lies in a rocky niche at the base of the hill. This area is outdoors and is lit whenever the sun or a fairly bright moon is shining.

In a small hollow in a hillside lies a pleasant grotto filled with moss, ferns, and saplings. Behind it, the hill rises steeply, its slopes covered with massive trees. Two openings are visible in the grotto's depths. Through the opening straight ahead is a natural staircase of smooth, slightly wet stone that seems to lead upward into the hillside. Beyond the opening off to the right, a fairly level corridor with a sandy floor also leads into the hillside.

A DC 10 Search check or Survival check made to track reveals many footprints going to and from both openings. A character with the Track feat can make a DC 20 Survival check to determine that the tracks going to the right are both fewer in number and slightly older than the ones going straight ahead.

1a. Pit Chamber (EL 7)

Shadowy illumination (see page 164 in the *Player's Handbook*) reaches this chamber from area 1 whenever the sun or a fairly bright moon is shining.

Traps: Hurdrac has placed a pit trap in this dead-end chamber to catch invaders who take the wrong path.

Well-Camouflaged Pit Trap: CR 7; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 27; Disable Device DC 18. Market Price: 24,500 gp.

Development: The sentry at area 1b can hear any noisy activity here (such as characters falling into the pit).

1b. Guardpost (EL 8)

Shadowy illumination (see page 164 in the *Player's Handbook*) reaches this chamber from area 1 whenever the sun or a fairly bright moon is shining.

The natural staircase ends in an irregular chamber that has a crystalline pool in the center of the floor. The pool appears to be fed by water seeping down the walls opposite the stairs. Two exits are visible—a corridor straight ahead on the other side of the pool and a natural staircase to the left.

Fresh, cold water fills the pool to a depth of about 4 feet. This pool once held a few fish, but the trolls have scooped all of them out. A few crude, wooden buckets lie here and there on the floor. The trolls use these to carry water into their chambers when they need it.

A long-forgotten tenant fitted this chamber with a secret door. It is watertight, and the water flowing down the back wall flows across it as well.

Stone Secret Door: 4 in. thick; hardness 8; hp 60; Search DC 25; Break DC 28.

Creature: A cave troll is always on guard here.

Cave Troll: hp 112; *see Monster Manual III*, page 177.

Tactics: The cave troll lurks in the alcove at the west end of the chamber. It tends to doze, so unless the PCs make a lot of noise or dally in area 1 (discussing plans, casting spells, or otherwise making their presence known), it doesn't notice them until they reach the top of the stairs. When it does notice intruders, it moves to the staircase to block the chamber entrance with its body if possible, then it simply fights to the death. If set afire, it plunges into the pool to put itself out.

If the cave troll manages to catch the PCs while they're still on the stairs, it gains a +1 bonus on melee attack rolls because it is on higher ground.

Development: Thanks to the secret door, noise from this chamber isn't audible in the rest of the outpost. If the smith is in area 3, however, he can hear fighting in here. When he does, he picks up two heated pots from his forge and hurries to join the fight, using the tactics noted in area 3.

If the PCs manage to capture either the smith or the cave troll guard, they can try to question their captive. The cave troll is almost too stupid to answer questions, and the smith is very stubborn, so each gets a +4 bonus on Sense Motive checks made to oppose Bluff, Diplomacy, or Intimidate checks.

If the PCs get the cave troll to talk, all they can learn is that many trolls live on the other side of the "magic wall" (his term for the secret door), including the boss (Hurdrac), who is a great and terrible troll indeed. The cave troll can also tell the party that his mate is asleep in area 2, and he can't figure out why she didn't wake up and join the fight. The cave troll doesn't know how to open the secret door and is convinced that anyone who attempts to do so without the boss's leave will surely die.

The smith knows more but plays dumb. He tells the party that a dozen trolls just like the guard live in the complex (a lie), in addition to their even more formidable boss (the truth) and a few useless apprentice smiths that look just like him (true as far as the smith is concerned). If pressed, the smith admits that most of the trolls in the outpost are just regular trolls. He has never made an exact count, but he knows they number about a dozen. He also knows there is a second cave troll is area 2, and he assumes that she didn't join the fight because she's dead drunk—after all, both cave trolls both frequently drunk.

2. SLEEPING CAVE (EL 8)

The two cave troll guards share this chamber, but one of them is always on duty in area 1b.

> On a pile of damp twigs and ferns sleeps a large, chunky, rubbery-looking humanoid with thick, ropy hair. A low table, two flat rocks, and several barrels complete the crude furnishings of the cave.

The flat rocks serve as chairs for the cave trolls. One of the barrels holds smoked meat from area 10, another is filled with water from area 1b, and the third with sour wine, also from area 10. The chamber also has a sinkhole that leads down 20 feet to the subterranean passage below.

Creatures: A female cave troll is asleep in here. Normally, a disturbance in area 1b or area 3 would cause her to wake up and go to join the fray. Today, however, the mindshredder from area 12 was feeling hungry, so it crept out of the sinkhole and attacked the sleeping troll with its tentacles, dealing 6 points of Wisdom damage. That damage plus the wine she consumed when she went off duty has left her dead to the world.

Cave Troll: hp 112, see *Monster Manual III*, page 177. Because this cave troll has taken 6 points of Wisdom damage, her current Wisdom score is 7, which produces the following changes in her statistics: Will +3; Listen +3, Spot +3, Survival +1 (+5 when tracking by scent).

Tactics: The PCs can attempt a coup de grace on the sleeping cave troll. If she survives that attack (or any attack that deals normal or nonlethal damage), she lumbers to her feet and then fights to the death.

Ad Hoc XP Award: Dealing with the sleeping troll should prove easy, so give only half the usual experience award for defeating it.

3. SMITHY (EL 8)

The trolls have just begun making their own weapons and armor in this chamber. The ruddy glow from the forge always fills the room with shadowy illumination.

> This chamber stinks of coal smoke, and a banked fire glows in a crude forge. Several clay pots and glowing metal ingots lie in the hot coals. Along one wall stands a high, flat stone and a workbench made from logs.

The trolls placed iron ore in five clay pots and put them in the fire to heat as a prelude to making a small amount of steel. The metal hasn't yet melted, but some of the impurities have, so some molten slag is now mixed in with pieces of iron ore. The ingots are bits of finished steel that are ready for forging. The flat rock serves as an anvil, and the homemade bench holds an assortment of tongs and hammers for metalworking. A leather bag under the bench contains about three dozen steel arrowheads, all newly made and razor sharp.

The clay pots are searing hot. Touching a pot deals 1 point of fire damage, picking up a pot deals 1d4 points of fire damage, and carrying a pot deals 1d4 points of fire damage per round. If someone manages to toss a pot, it functions as a splash weapon. A direct hit deals 2d4 points of fire damage immediately and 1d4 points of additional fire damage each round for 1d4 rounds, or until the hot slag is quenched. (A plunge into the pool in area 1b would do the trick.) A splash from a pot deals 1d4 points of fire damage, and the creature splashed must make a DC 15 Reflex save or take an extra point of fire damage each round for 1d4 rounds or until the hot slag is quenched.

The sinkhole in this chamber leads down 30 feet to the subterranean passage below.

Creatures: When the PCs arrive at the outpost, the smith has a 50% chance to be here and a 50% chance to be in his quarters at area 9.

Crystalline Troll Smith: Male crystalline troll expert 2; CR 8; Large giant; HD 10d8+70 plus 2d6+14; hp 136; Init +2; Spd 30 ft.; AC 21, touch 11, flat-footed 19; Base Atk +8; Grp +18; Atk +13 melee (1d6+6, claw) or +9 ranged touch (2d6 fire, pot of molten slag); Full Atk +13 melee (1d6+6, 2 claws) and +8 melee (1d6+3, bite) or +9 ranged touch (2d6 fire, pot of molten slag); Space/Reach 10 ft./10 ft.; SA rend 2d6+9; SQ darkvision 60 ft., immunity to acid, low-light vision, regeneration 5, scent, vulnerability to sonic; AL CN; SV Fort +14, Ref +5, Will +7; Str 22, Dex 14, Con 25, Int 8, Wis 9, Cha 8.

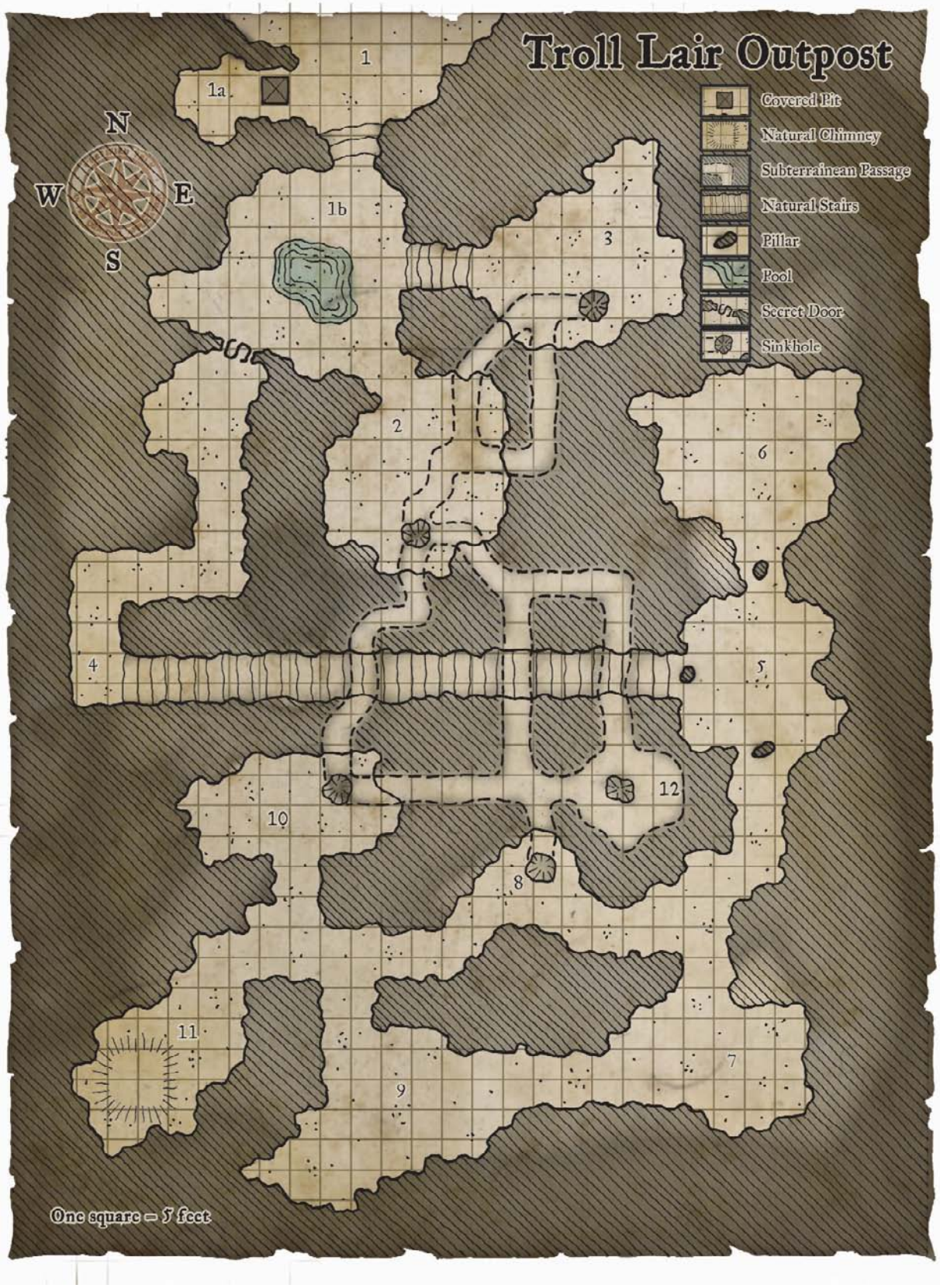
Skills and Feats: Craft (metalworking) +7, Craft (trapmaking) +4, Hide –2, Listen +7, Spot +8; Alertness, Iron Will, Power Attack, Skill Focus (Craft [metalworking]), Track.

Rend (Ex): See *Monster Manual III*, page 178.

Regeneration (Ex): See *Monster Manual III*, page 178.

Possessions: Masterwork studded leather armor, ring of minor energy resistance (fire).

Tactics: The smith immediately attacks any intruders by grabbing a pot from the forge and hurling it at the closest foe. He keeps throwing pots until he runs out of them or until someone comes within melee reach, whereupon he switches to melee attacks. Like most trolls, he doesn't fear death, but he realizes the value of


Troll Lair Outpost
Covered Pit
Natural Chimney
Subterrainean Passage
Natural Stairs
Pillar
Pool
Secret Door
Sinkhole
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S
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1a
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12
One square = 5 feet

living to fight another day. If reduced to 60 or fewer hit points, he tries to withdraw from the battle, overrunning a character in the process if necessary. If he manages to break away, he tries to flee through the secret door in area 1b and move to area 5 to warn the guards there.

Development: The smith goes to assist the guard in area 1b if he hears a fight there. If the PCs get into the smithy without dealing with the guard in area 1b, the latter joins any combat that happens in here.

4. SHOOTING GALLERY

This natural staircase serves to slow down intruders. It is 110 feet long and rises a total of 70 feet to area 5.

> A natural staircase leads upward from west to east. Tangled ropes and threads hang from the ceiling like strands of tattered cobwebs. They aren't thick enough to block vision, but they would probably impede movement.

The threads and ropes hang from the ceiling all the way down to the stairs and cover the entire staircase. They serve to alert the guards in area 5 to the presence of invisible creatures on the stairs. Pulling down all the threads and ropes would take days, but an area spell such as a *lighting bolt* cleans out a section of them immediately. It's possible to move up the stairs without disturbing the mass, but doing so requires a DC 20 Escape Artist check for each round of movement. Smaller creatures have an easier time with the task, however. Apply the following modifiers for size to the Escape Artist check: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

Development: The guards at area 5 can see 90 feet down the stairs thanks to their darkvision. They keep a steady watch on the staircase and fire their bows at any intruders they see approaching. Thanks to the threads and ropes, they can pinpoint the location of any invisible intruder traversing the stairs unless she successfully avoids the threads or clears them out first.

5. STAIRCASE GUARDPOST (EL 8)

The trolls have constructed two 4-foot-high walls west of this chamber, one at the top of the stairs and one 10 feet west of that (farther down the staircase). The walls are temporary and as such are not shown on the map. A Medium or Large creature can cross one without a Climb or Jump check by spending 10 feet of movement in addition to the extra movement cost for traversing the stairs. Smaller creatures must jump or climb (Climb DC 15) the walls, and larger creatures can just step over them.

Creatures: A quartet of forest trolls is always on guard here.

Forest Troll Guards (4): Male or female forest troll; CR 4; Medium giant; HD 5d8+25; hp 47; Init +7; Spd 30 ft., climb 20 ft.; AC 21, touch 13, flat-footed 18; Base Atk +3; Grp +6; Atk +6 melee (1d4+3 plus poison, claw) or +7 ranged (1d8+3 plus poison/×3, composite longbow [+3 Str bonus] with masterwork arrow); Full Atk +6 melee (1d4+3 plus poison, 2 claws) and +1 melee (1d4+1, bite) or +7 ranged (1d8+3 plus poison/×3, composite longbow [+3 Str bonus] with masterwork arrow); SA poison; SQ darkvision 90 ft., fast healing 5, low-light vision, scent; AL CE; SV Fort +9, Ref +4, Will +1; Str 17, Dex 16, Con 21, Int 11, Wis 11, Cha 6.

Skills and Feats: Climb +11, Hide +6, Listen +5, Spot +5, Survival +5; Improved Initiative, Track.

Poison (Ex): See *Monster Manual III*, page 179.

Possessions: Masterwork studded leather armor, composite longbow (+3 Str bonus) with 10 masterwork arrows.

Tactics: Two forest trolls hunker down behind the lower makeshift wall on the stairs and keep watch over the staircase. The remaining trolls stand at the south entrance to the chamber and watch for intruders.

When the forest trolls notice the PCs, they fire their bows and call for help. If the foes are coming up the stairs, the trolls at the south entrance to area 5 move to the top of the stairs and begin firing their bows from there, since they can shoot over their comrades' heads without any penalties. The trolls have cover (+4 bonus to Armor Class) against attacks that cross a wall. Once their foes come within melee reach, the two forest trolls behind the lower wall try to hold them off while the others hang back and shoot into the melee as best as they can. When a front-line troll is reduced to 20 or fewer hit points, it drops back to the second rank and a fresh troll steps up to replace it in the front line. In this way, the forest trolls hope to make full use of their regeneration ability. They fight to the death.

Development: The forest trolls can usually spot foes coming through area 4 (see that area's Development section). Calls for help or sounds of a fight from area 5 alert the trolls in area 6, but they require 1 round to wake up and grab their weapons before they can go and join the fray. Noise here also alerts Hurdrac in area 7. Once he becomes aware of an attack, Hurdrac gathers the trolls from areas 9 and 11 to mount a defense, as noted in the Development section for area 7.

6. FOREST TROLL BARRACKS (EL 8)

Hurdrac's forest troll followers sleep in this chamber. Read or paraphrase the following when the PCs look into this chamber, adjusting as needed if any of the inhabitants are present.

> Twelve log-and-plank beds topped by mattresses stuffed with leaves and ferns occupy the rear section of the room. In front of them stands a crude table littered with dirty dishes and food scraps. Two log benches flank the table to provide seating. Barrels line the east wall, and a rack holding weapons and armor stands against the west wall.

The barrels contain the same kinds of provisions as those in area 2.

Creatures: A dozen forest trolls live here, but only four are present at any one time. Of the remaining eight, four stand guard in area 5 and four are outside hunting for provisions.

Forest Troll Guards (4): Male or female forest troll; CR 4; Medium giant; HD 5d8+25; hp 47; Init +7; Spd 30 ft., climb 20 ft.; AC 21, touch 13, flat-footed 18; Base Atk +3; Grp +6; Atk +6 melee (1d4+3 plus poison, claw) or +7 ranged (1d8+3 plus poison/×3, composite longbow [+3 Str bonus] with masterwork arrow); Full Atk +6 melee (1d4+3 plus poison, 2 claws) and +1 melee (1d4+1, bite) or +7 ranged (1d8+3 plus poison/×3, composite longbow [+3 Str bonus] with masterwork arrow); SA poison; SQ darkvision 90 ft., fast healing 5, low-light vision, scent; AL CE; SV Fort +9, Ref +4, Will +1; Str 17, Dex 16, Con 21, Int 11, Wis 11, Cha 6. *Skills and Feats:* Climb +11, Hide +6, Listen +5, Spot +5, Survival +5; Improved Initiative, Track.

Poison (Ex): See *Monster Manual III*, page 179.

Possessions: Masterwork studded leather armor, composite longbow (+3 Str bonus) with 10 masterwork arrows.

Tactics: The trolls in here spend most of their time sleeping, but they wake up if fighting occurs in area 5, taking 1 round to get out of bed and arm themselves before heading out to join the fray. In a fight, they use the same tactics as their comrades in area 5 do.

Treasure: The dirty dishes on the table include 5 tarnished silver platters worth 50 gp each, and hidden among the twelve mattresses are eight deep blue spinels (250 gp each). The barrel filled with meat has 275 pp hidden in the bottom. To find the silver platters among the dirty dishes, a character must appraise them (DC 12 Appraise check). Finding the gems in mattresses requires a DC 20 Search check, and finding the platinum pieces in the barrel requires a DC 10 Search check.

7. BEDCHAMBER (EL 12)

This room is Hurdrac's private chamber. Read or paraphrase the following aloud, adjusting as needed if Hurdrac is present.

> A massive, canopied bed dominates this chamber. At its foot stands a huge chest with metal fittings. On one side of the room is a small banquet table, and on the other side is a well-padded divan. The bedclothes and the divan's upholstery appear soiled, and the whole room smells of rotting food and waste.

Hurdrac obtained the bed as part of his loot while serving in a mercenary campaign. The chest is made of teakwood, and its fittings are mithral.

Creatures: Hurdrac spends most of his time here exercising and planning tasks for his minions.

Hurdrac: Male war troll; CR 12; Large monstrous humanoid; HD 12d8+108; hp 162; Init +7; Spd 30 ft.; AC 18, touch 12, flat-footed 15; Base Atk +12; Grp +26; Atk +21 melee (1d8+10, claw) and +19 melee (1d6+5, bite) or +24 melee (2d8+17 plus 1d6 fire/19–20/plus 1d10 fire, +2 *flaming burst greatsword*) or +15 ranged (2d6+10/×3, masterwork composite longbow [+10 Str bonus]); Full Atk +21 melee (1d8+10, 2 claws) and +19 melee (1d6+5, bite) or +24/+19/+14 melee (2d8+17 plus 1d6 fire/19–20/plus 1d10 fire, +2 *flaming burst greatsword*) and +19 melee (1d6+5, bite) or +15/+10/+5 ranged (2d6+10/×3, masterwork composite longbow [+10 Str bonus]); Space/Reach 10 ft./10 ft.; SA dazing blow; SQ damage reduction 5/adamantine, darkvision 90 ft., low-light vision, regeneration 9, scent, spell resistance 20; AL LE; SV Fort +13, Ref +11, Will +12; Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10.

Skills and Feats: Hide –4, Listen +11, Spot +12; Alertness, Improved Initiative, Iron Will, Multiattack, Weapon Focus (greatsword).

Rend (Ex): See *Monster Manual III*, page 181.

Regeneration (Ex): See *Monster Manual III*, page 181.

Possessions: +1 breastplate, +2 flaming burst greatsword, masterwork composite longbow (+10 Str bonus) with 20 arrows, key to the teakwood and mithral chest.

Tactics: Hurdrac keeps his eyes and ears peeled for any signs of invasion from outside the complex or dissent among his underlings. He automatically notices any disturbance in area 5, 9, or 11 and draws troops from nearby chambers in preparation to meet the attack. For example, if he notes fighting in area 5, he gathers the

crystalline trolls from area 9 and the regular trolls from area 11. Likewise, if he hears trouble in area 11, he takes the crystalline trolls from area 9 and the forest trolls from areas 5 and 6.

Hurdrac prefers to waylay invaders in area 8. He places half his troop there and the other half here in area 7. When the trolls in area 8 enter melee, Hurdrac leads the rest of his troops there in a flanking maneuver. Both groups use tactics similar to those of the forest trolls in area 5—they keep a front line supplied with fresh troops, while the trolls in the second line hang back to let their regeneration work.

If the PCs manage to catch Hurdrac unawares, he picks out the most formidable-looking fighter type and engages that character in melee while bellowing for help. If any of the trolls in areas 5, 9, and 11 are still alive, they begin moving to this area 1 round after hearing Hurdrac's cries.

Treasure: The table in this room is worth 1,000 gp, and the teakwood chest is worth 5,000 gp. In addition, the chest contains 510 pp, 1,600 gp, and 8 rubies (500 gp each).

Teakwood Chest: 2 in. thick; hardness 5; hp 100; Break DC 32, Open Lock DC 30.

8. ANTECHAMBER

This chamber is bare. The sinkhole in the floor leads down 90 feet to the subterranean passage below.

9. SMITH'S ROOM (EL 10 OR 11)

This chamber is similar to area 6. It is furnished with four beds, a table, and three barrels of provisions with the same contents as those in area 2.

Creatures: The smith and his three assistants, all crystalline trolls, live in this chamber and are here most of the time. When the PCs enter the outpost, however, the smith has a 50% chance to be here and a 50% chance to be in area 3.

Crystalline Trolls (3): hp 105 each; see *Monster Manual III*, page 178.

Crystalline Troll Smith: Male crystalline troll expert 2; CR 8; Large giant; HD 10d8+70 plus 2d6+14; hp 136; Init +2; Spd 30 ft.; AC 21, touch 11, flat-footed 19; Base Atk +8; Grp +18; Atk +13 melee (1d6+6, claw) or +9 ranged touch (2d6 fire, pot of molten slag); Full Atk +13 melee (1d6+6, 2 claws) and +8 melee (1d6+3, bite) or +9 ranged touch (2d6 fire, pot of molten slag); Space/Reach 10 ft./10 ft.; SA rend 2d6+9; SQ darkvision 60 ft., immunity to acid, low-light vision, regeneration 5, scent, vulnerability to sonic; AL CN; SV Fort +14, Ref +5, Will +7; Str 22, Dex 14, Con 25, Int 8, Wis 9, Cha 8.

Skills and Feats: Craft (metalworking) +7, Craft (trapmaking) +4, Hide –2, Listen +7, Spot +8; Alertness, Iron Will, Power Attack, Skill Focus (Craft [metalworking]), Track.

Rend (Ex): See *Monster Manual III*, page 178.

Regeneration (Ex): See *Monster Manual III*, page 178.

Possessions: Masterwork studded leather armor, ring of minor energy resistance (fire).

Tactics: If the three apprentices face the PCs alone, they simply try to gang up on one character at a time and claw their way through the party, fighting to the death. If either the smith or Hurdrac is on hand to direct them, they try to encircle their foes. When heavily damaged, they attempt to retire for a few rounds to regenerate before rejoining the fray.

Development: The trolls here go to join any fighting that occurs in area 7 or 11.

10. LARDER

The trolls keep their supplies in this chamber. Dressed carcasses of various creatures hang from the ceiling, and seven barrels of sour wine are stacked against the wall.

The sinkhole in this chamber leads down 90 feet to the subterranean passage below.

11. TROLL BARRACKS (EL 9)

This chamber is similar to areas 6 and 9 and contains four beds, a table, and several barrels of provisions. The natural chimney begins 30 above the floor and connects with a vertical shaft that rises to the outpost's rear entrance (see Entry Points, above). The trolls use a ladder to reach the chimney, but they usually leave it lying on the floor.

Creatures: The four normal trolls that live here are charged with keeping an eye on the back door.

Trolls (4): hp 63 each; see *Monster Manual*, page 247.

Tactics: These trolls use the same tactics as the crystalline trolls in area 9 do.

Development: The trolls here join any fights that break out in area 7 or 9. Likewise, the trolls in those chambers come to join any fighting here, as noted in the Development sections for those areas.

12. LOWER CHAMBER (EL 8)

The walls of this dank chamber are lined with smooth mindshredder chrysalis material. The room's sinkhole is blocked about 15 feet down by a plug of chrysalis material.

Mindshredder Chrysalis Lining: 3 in. thick; hardness 5; hp 45; Break DC 27; Climb DC 30.

Mindshredder Chrysalis Plug: 24 in. thick; hardness 5; hp 360; Break DC 33.

Creatures: A single mindshredder zenthal dwells here. The creature is a scout for its colony, which is located underground, several miles away.

Mindshredder Zenthal: hp 84, see *Monster Manual III*, page 104.

Tactics: The mindshredder tries to remain aware of events that occur on the level above, so it listens carefully for any fighting up there. If it suspects invaders are present, it keeps track of their progress as best it can by moving from sinkhole to sinkhole and listening carefully. Even if it is unaware of the PCs' presence in the outpost, the mindshredder tends to sit and use its thought sense ability whenever it is not otherwise occupied. The ability has a range of 60 feet and some ability to penetrate barriers, but the twisting passages around its chamber effectively limit the power's range to the nearest turns in the corridors leading in here.

When the mindshedder notes an approaching creature, it scuttles off into a corridor and tries to work its way around behind the intruder. As soon as it is in position, it uses its hypnotism and confusion abilities against the nearest foe. Once battle is joined, it tries to keep its distance while maintaining the attack with its spell-like abilities. If forced into melee combat, it uses its tentacles but tries to move out of reach as quickly as it can.

Development: The trolls are aware of the sinkholes, but they don't usually don't pay much attention to them because they have noted no creatures coming up from below thus far. Thus, they don't notice any activity down here unless the PCs use some flashy spells. In that case, Hurdrac orders the trolls from area 11 and area 6 down a sinkhole to investigate. If Hurdrac is dead, the surviving trolls are content to keep watch over the sinkholes and attack any creatures that might come up to their level.

If the PC break through the plug at the bottom of the sinkhole, they find another cave complex below this one. See Further Adventures, below, for some possible scenarios using this area.

CONCLUDING THE ADVENTURE

If the PCs slay Hurdrac, they've effectively put an end to his outpost and his dreams of conquest. Any surviving normal trolls, forest trolls, and crystalline troll apprentices pack up their remaining treasures and gear and go find another lair somewhere in the forest. The crystalline troll smith is reluctant to abandon his forge, but he does so after his apprentices leave. Any surviving cave trolls, however, stay right where they are.

FURTHER ADVENTURES

As noted at the beginning of the adventure, the cavern complex in which Hurdrac built his outpost has had many tenants over the years, so it probably won't stay empty for long after the PCs drive out the trolls. If the crystalline troll smith survives the adventure, he eventually returns to his forge. He might set himself up as the new lord of the outpost, or he might strike a deal with whoever or whatever has taken up residence in these caverns in the meantime. The complex would make a decent lair for a fairly young green dragon or a family of lycanthropes, though it could also serve as an outpost for drow or duergar raiders—possibly the same group of duergar that sponsored the caravan mentioned in the Character Hooks section. Mindshredders also might move in after the trolls are gone.

If the PCs find their way into the caverns below the outpost (see area 12), they might simply find a few tunnels that lead to the surface a mile or two from the outpost, or they might find themselves inside an active cave complex—perhaps even a mindshredder colony or outpost. In any case, it's a good bet that a few more mindshredders are prowling around that area.

ABOUT THE AUTHOR

Skip Williams keeps busy with freelance projects for several different game companies, and he has just completed an eighteen-year run as *Dragon Magazine's* Sage. Skip was a codesigner of the D&D 3rd Edition game and the chief architect of the *Monster Manual*. When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden (his borscht gets rave reviews).